

# Jonathan Cuddy

MASTER'S GRADUATE

	07759 872448
	jonathancuddy15@gmail.com
	Littlemore, Oxford
	Male, 25
	<a href="https://github.com/CuddlyBeast">https://github.com/CuddlyBeast</a>
	Nationality: Irish

## ABOUT ME

*I am eager to join a company that can allow my potential to flourish. I am dedicated to improving myself and supporting my future colleagues.*

The programs used and skills learnt during my time in university armed me with the confidence to overcome the challenges ahead. Although I did not follow a direct path, I have found my passion in coding, and I am consistently developing my understanding.

## SKILLS



## EDUCATION

### B.A. Hons English Literature

Oxford Brookes University

2019-2021

Grade Average: 66 (2:1)

### M.A. Digital Publishing

Oxford Brookes University

2021-2023

Grade Average: 67 (2:1)

## ACCOMPLISHMENTS

Portfolio- Three full-stack personal projects

<https://wondrous-concha-aaoo68.netlify.app/> Use this link to view my live websites or the GitHub repositories.

Pearson App Prototype Award (Grade: First)

I was challenged with tackling a real-world problem of lacklustre teaching resources utilizing Adobe XD and Microsoft PowerPoint.

Fixed Layout eBook (Grade: First)

I produced an alternative version of a Shakespeare play including transitions, animations, music, and video integration using InDesign, Photoshop, HTML, and CSS.

Marketing an Original Book Concept (Grade: First)

The creation of a book concept followed by a proposed marketing plan using Microsoft Word and Photoshop.

Dissertation: 'What can the Publishing industry learn from the financial growth of the Video Game industry?' (Grade: First)

This involved an in-depth analysis of each industries marketing strategies and proposed solutions to spark financial growth in the Publishing Industry.

Singing and Acting

I performed as the lead role in a musical and the soloist in a choir.

Sport

I have won multiple tournaments and leagues playing football.

Work

I gained experience loading and managing delivery vans throughout the pandemic in Sainsbury's.

# Accomplishments- Further Information

	07759 872448
	jonathancuddy15@gmail.com
	Littlemore, Oxford
	Male, 25
	<a href="https://github.com/CuddlyBeast">https://github.com/CuddlyBeast</a>
	Nationality: Irish

## Interests

I have always loved music from a young age and in recent years have taken to learning the guitar and piano to complement my singing. The gym, bouldering, football, and other activities are vital for improving my mental and physical fortitude. While I cherish my time spent watching anime and reading philosophy. Naturally, the completion of coding projects and challenges is an extremely fulfilling endeavour which I pursue daily.



**Have A Great Day!**  
.wav

[Access embedded objects with Adobe Acrobat.]

## My First Major Coding Project- Glutton For Grub (More information in GitHub README file)

This being my first project, I reflected on the apps I most frequently use to gain inspiration and focus my attention on the practical application of my skills. In my reflection I came across the "Greene King" app which served as the basis for my desire to create a table service and delivery website. The project resulted in many learning experiences: such as discovering how to build a front-end and enable it to communicate with the back-end, how to persist data across page loads and generate items so that the user can interact with them, as well as acknowledging the potential issues that stem from the database's structure.

## My Second Major Coding Project- Cara (More information in GitHub README file)

I built upon the foundational skills learnt from my first project with the desire to make the user experience more seamless and considerate of how the user will navigate the website. This project introduced a greater number of variables and taught me how to manage the increased complexity.

## My Third Major Coding Project- YouCountry? (More information in GitHub README file)

In this project I wanted to test myself when considering the scale and capabilities of the website. The challenge of integrating the Spotify API into the project was invaluable for learning how to interact with a large company's API and fully utilise its capabilities and information.

## MA Digital Publishing- Sales, Marketing, and Consumer Insight Course

The Sales, Marketing, and Consumer Insight course thoroughly examined the key concepts and disciplines of sales, marketing, and PR. The final and primary assignment was a marketing plan that allowed for complete creative freedom to use the tools we had learnt in a complex and specific publishing situation.



## MA Digital Publishing- Multi-Platform Publishing Course

This course followed on from the Design and Production course firstly receiving guidance while learning to use HTML and CSS to create a website that promoted and allowed users to read our alternatively designed version of a Shakespeare play. After the website was complete, we progressed towards an unfixed and fixed layout eBook which resulted in changes needing to be made to our code and InDesign documents to produce the desired outcome. This course required coding skills to enable students to display their close attention to aesthetics and usability such as with the text's typography, spacing, digital integration, and colour schemes.



## MA Digital Publishing- Digital Publishing Strategy Course

The main task of the course was the Pearson Digital Product Proposal which involved producing and proposing an app prototype directly to Pearson which would solve an issue they are currently tackling using a PowerPoint report and Adobe XD demonstration. My partner and I's teaching resources sharing social network hybrid was judged by Pearson as the superior prototype in comparison to the other groups and we received the Pearson App Prototype Award.

