

# Dan BLOODWORTH

Graduate Software Engineer

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github.com/DBloodworth95

## PERSONAL PROFILE

- Enthusiastic and curious Software Engineer with three years experience programming.
- Experienced, understanding of Object-Oriented Programming; developing, testing and debugging code; applying design patterns; and designing interfaces.
- Keen interest in network programming and distributed computing.

## EDUCATION

Bsc Computing (Software Engineering) University of Northampton, UK. - Sept 2018 - July 2021

## RELEVANT EXPERIENCE

### UoNSupportDesk

github.com/DBloodworth95/UoNSupportDesk

Dissertation Project, 2020

An online live-chat ticket support system, comparing multi-threaded & sequential server solutions.

- Designed and developed a client-server model using Netty that relies on JSON serialization for messaging
- Modern UI design using JavaFX
- Applied creational, behavioural and structural design patterns to practice clean, testable code

### Multiplayer TicTacToe

github.com/DBloodworth95/TicTacToe

Personal Project, 2019

Solo personal project, aimed to understand basic network programming.

- Client/Server model using Java sockets, applying a Multi-threaded architecture
- Applied creational, behavioural and structural design patterns to practice clean, testable code

### Records Management System

github.com/DBloodworth95/RMSApp

University Project, 2019

Responsible for building and designing the system as part of a group project.

- Login system which stored credentials in a MySQL database
- Multiple CRUD operations, manipulating data within the database
- Instant messaging, applying a client/server model using Java Sockets

## TECHNICAL SKILLS

Java  
PHP  
Git

SQL  
MySQL  
Neo4j

MongoDB  
Linux (Ubuntu)

References available on request.