(Dewa) DAN SUTTON

Software Engineer

A passionate learner who strives to achieve the highest quality outcome in any situation. An excellent team-player and easily adaptable to self-reliant roles, and agile approaches to tasks. Works well under pressure, breaking down problems into logical and smaller steps.



Experience

<u>Junior Software Engineer</u>

With Wise Limited May 2022 - November 2022 (redundancy)

I worked as a **Frontend Mobile app developer** at Wise. I worked primarily in **Dart**, using **Flutter OOP** to develop the Android and IOS application used by 30,000+ delivery drivers. I followed detailed specifications and designs to deliver code at a professional standard.

In addition to this, I also used GraphQL to interact with the backend, and to create useful fragments to allow easy usage of data within the application.

During development of the application, I also enhanced my skills with integration tests within Flutter. I developed automated tests for each module of the application, ensuring stability during further iterations of the application.

I had to opportunity to lead myself on solo research projects on potential technologies that could be implemented into the application. One such technology that I developed involved creating a custom Flutter Camera package, which a user could use to crop documents. This crop would then scale and stretch automatically, allowing a clear, legible image of a document.

Contact

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QA Data Engineering Bootcamp

Gained knowledge in all areas relating to Data Engineering, including: Python, SQL, Machine Learning, Power BI and Databases, Passed **DP900 Azure** exam.

2021

BSc(hons) Music Technology (1st class)

University of Hertfordshire

The School of Code

November 2021 - March 2022

An intensive 16-week bootcamp, where I learned how to work in a high performance tech team, specialising in full-stack JavaScript development, also using React, Node, PostgreSQL. During the course I built many applications solo, using pair programming or in a wider group. This developed my computational thinking and communication skills.

The bootcamp culminated in a 4-week group project. Myself and my small team created a map-based photo saving application. Our presentation can be found here: https://www.youtube.com/watch?v=CMGiV8V-Mws&t=371s.

Technical Assistant

The Complete Camera Company March 2020 - June 2021

I worked within a fast-paced environment, setting up and controlling camera and audio rigs for TV shows such as SAS: Who Dares Wins, Gardeners' World and Grayson's Art Club. I was also heavily involved in fixing and maintaining equipment as well as audio visual networks. Within this role I had to be highly adaptable and agile in my approach to work, including learning new technologies, as well as breaking down complex projects into bite-sized pieces.

AV Technician

Create AV September 2019 - February 2020

Worked as an individual as well as within an efficient team to deliver, run and manage professional AV installations for clients such as London fashion week, HSBC and DSEI. I also took charge with the designing, implementing and problem solving of audio technology to meet client expectation and specification.



🔂 Hobbies

Live musician

I perform within a successful band at all types of events and functions such as: Weddings, Private parties and festivals. I notably finished fifth in my age category, in the Open Mic UK competition in 2015. That year around 22,000 other musicians entered.

I also manage the leading an Open Mic night in my town. Organising the timings of acts, the livestream over Facebook using OBS, as well as Sound Engineering.