<DEWA 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

The School of Code

An intensive 16-week bootcamp (November 2021 - March 2022), where I learned how to work in a high performance tech team, specialising in full-stack **JavaScript** development. During the course I built many applications solo, using pair programming or in a wider group. This developed my computational thinking and communication skills.

4 Week Team Project (The School of Code)

During the last 4 weeks of the Bootcamp I worked within a team of six to plan, develop and deploy a full stack app. Using an **agile** approach and applications such as **Miro** and **Figma** to brainstorm and plan ideas, we decided to create a location-based visual scrapbook. This would utilise a **React** frontend, with a backend using **AWS** for image storage and a **PostgeSQL database** for tables. We held daily standups, meetings and retrospectives, utilising **Jira** to monitor our progress as well as assign new tasks.

I found this experience extremely valuable, as it allowed me to explore the development cycle of a project. I learned the importance of pair programming, code reviews and code testing, as well as how to approach large projects within a team environment.

Play Me! (Personal Project)

https://github.com/Dan-Sutton/Play-Me

After learning about **APIs** and manipulating the **DOM,** I decided to create a mobile-focused web app where users could send song requests to a live performer. I utilised a **Heroku** database, housing a table of requests that would be displayed to the performing artist. The artist can delete individual requests or delete all. I gained an in-depth understanding of manipulating the DOM, as well as furthering my knowledge of creating APIs.

I aim to rebuild the app in **React,** and create a login system, utilising authorisation from platforms such as **Auth0.**

Contact

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Skills

Education

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

1 Week Team Project (The School Of Code)

https://campfire-app.netlify.app/dashboard

https://github.com/SchoolOfCode/national-project-week-repo-2-juan-dan-ben-antony

This was my first experience working on a development project within a team for an extended period of time. Within the week project myself and my team planned, developed and deployed a web app aimed at allowing users to reflect and review their days on the School of Code bootcamp.

We created the backend with **Node.js** and deployed it on **Heroku** using **PostgreSQL** table storage. This housed the data for a single potential user. The frontend was hosted on **Netlify** and built in **React**.

A great lesson learned was the importance of deploying an MVP early, and continue to iterate upon that. We found that we could easily adapt to challenging situations, and also develop a working app quickly. I also improved my skills in managing expectations, and ensuring a logical and manageable scope.

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 as a successful solo musician 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 Open Mic night in my town. Organising the timings of acts, the livestream over Facebook using OBS, as well as Sound Engineering.