$ DANIEL JENKYN

WEBSITE - danieljenkyn.github.io

PERSONAL STATEMENT

I'm a Computer Science with Business graduate from the University of Bath looking to progress into a development focused role in the software industry. I am a creative individual who and want to continue learning about all things computer science.

EDUCATION

BSc(Hons) Computer Science with Business at The University of Bath (2014-2018) - Overall grade, Upper second-class (2:1) with an overall average of 68.

Summary of modules - Discrete Mathematics for Computations, Software Engineering, Advanced Programming Principles using both C, Lisp and Prolog, Computer System Architecture, Managing Human Resources, Networking, Intelligent Control and Cognitive Systems.

BTEC Extended Diploma in Software Design and Development at City and Islington College (2012-2014) - Overall grade, Triple Distinction Star (D*D*D* / 420 UCAS Points)

GCSEs at BETHS Grammar School (2006-2012) - Overall grade, 12 A* - B including maths, english and science.

WORK EXPERIENCE

Hutch Games, Embedded QA Tester, September 2018-Present:

Hutch Games is a free-to-play mobile game studio based in Shoreditch. I am currently working on 'F1 Manager' as a QA tester. In my role I try to focus on the more technical aspects of QA.

* *API Testing* - For 'F1 Manager' I setup the full configurable Postman environment and variables that would allow us to test all game API's. This environment was used for debugging purposes, filling leaderboard with created players, fuzzing endpoints or simply testing aspects of the game that were not implemented client side.

* *Network testing and Load testing* - F1 Manager was the first synchronous multiplayer game that Hutch developed, this meant testing the UDP aspect of the game and how it handled different environmental conditions. To do this, simulated packet loss was used on device, manipulating the scale of different micro-services via Mesos, as well as monitoring various statistics during team tests.

* *Agile environment* - This included leading daily bug triages, attending sprint planning, retrospectives, 3 amigos meetings and in general understanding the producer's interpretation of Agile.

* *Other Responsibilities* - I've also created tools including a small shell script to install split binary builds. I spent some time trying to automate the process around endpoint fuzz testing by randomly generating input (based on Quickcheck). I was also entrusted with making sure the Jenkins based build machine was running normally while the CTO was absent.

* *General game testing and Jira* - This included creating test plans and manually testing areas of the game, as well as maintaining the bug database for the project.

OWLR, June 2016-August 2017:

OWLR is an early stage tech startup, based in London. OWLR itself is a platform that allows users to discover, control and interact with their IP cameras. My time at OWLR was spent working on many different tasks, across different roles. I was also lucky enough to visit Silicon Valley and help OWLR raise money at 500 startups; an early-stage venture fund and seed accelerator.

* *iOS Developer* – My main role was creating new features for the iOS version of OWLR, creating bugs, as well as fixing bugs. One feature I personally implemented was the randomising of HTTP and RTSP ports to increase security and to avoid port clashes.

* *Quality Assurance* – Creating test scripts and carrying out tests using the OWLR apps, as well as maintaining the array of IP cameras in the office.

* *Hacking/CGI Scripting* – Often when supporting new cameras with poor documentation, packet sniffers and a range of exploits could be used to gain access to the cameras.

University of Bath, Computer Science Ambassador:

As a Computer Science Ambassador, my job involved hosting the computer science stand and running demo sessions on open days.

PROJECTS

In my own time I've been inspired to work on a number of projects and I've been exposed to different languages, tools, hardware and methodologies as part of my degree and work experience.

Where's Wally, Visual Attention Research – My final year research project looked into the possibility of manipulating eye gaze and visual experience using visual salience in the context of a 'Where's Wally' game, using the Unity Engine.

Live Production Code – During my year long experience at OWLR, I completed work on a number pieces of software including a way to randomise HTTP and RTSP ports for IP cameras as well as general UI improvements and bug fixing.

Dungeon of Doom – A 2D online multiplayer game written exclusively in Java as part of a University module. Includes an AI controlled NPC to play against, as well as custom maps.

Various AI Projects – As part of my AI module, I created: a team of AI agents that competed against other agents in a 'capture the flag' style game; a small simulation demonstrating knowledge-sharing within a population; and a Lego Mindstorm NXT wall following robot.

Arduino Pong – A recreation of the classic game 'Pong' using two Arduinos and C.

Other small projects – Reverse Polish notation calculator, polynomial solver in Lisp, various video and photo editing as part of group coursework.

LANGUAGES AND ENVIRONEMNTS

Languages – Java, Python, C, Prolog and Lisp
Environments – Various IDEs, Unity, Postman, Wireshark, Jira, Jenkins, Github, SVN

ACTIVITIES AND INTERESTS

I'm passionate about startups and have worked with Techcity Stars to help get young children apprenticeships within the world of tech and startups. I have a keen interest in the world of computer science and have attended Seminars such as GaME at Imperial College London, visited Bletchley Park and the Computer History Museum in California.

In my free time, I'm normally playing games, fiddling with my fish tank, drinking coffee or all three.

OTHER QUALIFICATIONS

* Duke of Edinburgh Silver Award
* European Computer Driving Licence (ECDL)
* BTEC Level 2 qualifications in Deloitte Employability Initiative (QCF)
* Associate Member of the British Computer Society

REFERENCES

References available upon on request