

Daniel Pitfield

Software Engineer

BSc (Hons) Computer Science – First Class Honours

Email:

danielpitfield1@gmail.com

Portfolio:

pitsy.dev

GitHub:

github.com/DanielPitfield

INTRODUCTION

I am an enthusiastic Software Engineer with a focused speciality in web development. I am highly focused, ambitious, proactive and always keen to enhance my skills and knowledge. I would relish the opportunity to join an enthusiastic company, and leverage my strengths in software development.

EXPERIENCE

Software Engineer - [Ultraframe](#)

November 2023 - Present

Junior Software Engineer - [Ultraframe](#)

March 2023 - November 2023

Full stack development of proprietary conservatory modeling software, guiding customers through the design process to quotation, ordering and payment.

- Development of complex user interfaces using React.js, SASS and backend functionality with Node.js, with a strong understanding of modern web technologies.
- Actively involved in bug fixing, testing and maintenance duties, using automation and testing frameworks.
- Engagement within an agile environment, adhering to Scrum and delivering software in iterative development cycles.
- Collaboration with team members, utilizing version control and participating in code review processes.

PROJECTS

[Wingo](#)

February 2022 - January 2023

A game based on Wordle but with more content (22+ unique game modes), better replayability, configurable gamemode settings and a dedicated campaign! Developed in React/TypeScript/SASS.

This project matured my understanding of React and TypeScript, and I now feel confident developing front-end applications using these technologies. Additionally, I adopted Azure DevOps to track work, which gave me vital skills in planning.

SKILLS

- TypeScript
- JavaScript
- React
- Next.js
- Node.js
- HTML
- SASS
- CSS
- npm
- Git
- Azure DevOps
- GitHub
- Google Cloud Platform
- Visual Studio Code

Crime Mapper

September 2019 – October 2020

An interactive crime mapper that supports importing open crime data provided by crime and policing for England, Wales and Northern Ireland (data.police.uk).

Implemented using HTML, CSS, JavaScript for the frontend, PHP and MySQL for the server side (querying a database of crime data) and Google Cloud Platform and Google Maps API.

View more projects at my portfolio: <https://pitsy.dev>

EDUCATION

University of Reading

September 2017 – June 2020

BSc (Hons) Computer Science – First Class Honours

Bournemouth School Sixth Form

September 2015 – September 2017

A-Levels:

- Computer Science: B
- Mathematics: C
- Economics: C

AS Levels:

- Chemistry: B
- Mathematics: C

Bournemouth School

September 2010 – September 2015

GCSEs:

- Mathematics: A*
- Further Mathematics: A*
- Physics: A*
- Chemistry: A*
- Biology: A*
- French: A*
- Spanish: A*
- ICT: A
- Design & Technology (Electronic Products): A
- Business Studies: A
- Geography: A
- Religious Studies: A
- English Language: B
- English Literature: B

INTERESTS

Keen interest in **Motorsports**, specifically Formula 1 (Max Verstappen fan!), visiting several motorsport events over the years.

Passionate player of **Snooker**, and like to closely follow the World Snooker Championship.

Casual player of **Golf**, still striving to break 100!

ADDITIONAL INFO

Duke of Edinburgh Bronze Award achieved at Bournemouth School.

Working towards limited working proficiency in **Spanish**.

Currently based in **Bournemouth** following completion of degree studies.