

Tony D. Deverill

JUNIOR SOFTWARE ENGINEER

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"You insist that there is something a machine cannot do. If you tell me precisely what it is a machine cannot do, then I can always make a machine which will do just that." - John Von Neumann

Personal

I first picked up the book 'Beginning C++ Game Programming' by Michael Dawson at age 14. I learnt the basics of the language but as it came to Object Oriented Programming, I was lost without a guide or mentor. Later in college I picked up VB.NET with ease, which led me to teach myself Java in the year leading up to my University course. I've come to enjoy developing web applications and have a great interest in security, application architecture, software design and upcoming technologies. I aspire to develop my skills much further and work on meaningful projects while meeting and teaming up with new peers and learning from their variety of skills.

Education

FIRST YEAR - 74.6% AVERAGE

- **Programming - 89%** - Involved an introduction to Java and Object Oriented Programming.
- **Web Development - 80%** - Involved building a static website in HTML5 & CSS3.
- **Database Systems - 75%** - Went into some depth on SQL and Database Design.
- **Computer Systems, Internals & Linux - 70%** - Learned low-level computer theory and using linux command line for system administration.
- **Professional Development & Practises - 59%** - Learned project planning and organisation techniques, in addition to formal meeting skills. Also involved a group project planning task.

SECOND YEAR - CURRENTLY STUDYING

- **Server Side Programming** - Used PHP to implement an online store featuring MVC architecture. As an addition, I personally decided to explore further how architectures such as 3-tier and patterns such as front controller are implemented underneath modern frameworks.
- **Software Architectures** - Learning Design Patterns and putting them into practise with Java, JavaFX & C++, Qt.
- **Data Structures & Algorithms** - Learning low-level data-structures such as trees, lists, stacks etc. In Java & C++
- **Networking** - Learning the low-level structure of networks and protocols as well as applying these skills in a linux environment.
- **Software Projects & Agile Techniques** - Learning industry best practises such as Agile methodology and TDD (Test Driven Development). Also involves working in an Agile team for 2 weeks on a full time project.

Skills

Basic	C++, QT, C#, Python, Maven, Git, Agile, TDD, Android, Shell Scripts, SQL, ORM, REST, SASS, Java Script (ES 6), Gulp, LaTeX
Intermediate	Java, Spring Framework, J2EE, PHP, Security, Linux, HTML5, CSS3
Expert	

Experience

What to do

Salford, Greater Manchester

CO-FOUNDER & SOFTWARE ENGINEER

Jun. 2016 - PRESENT

- Implementing a backend with Java, Spring, Hibernate for a React frontend.
- Collaborating remotely with other developers in our spare time.
- Given me experience in attending regular meetings as well as show me the structure of a small development team.
- 2 members of this team do not have technical skills, therefore I've had to work on communicating complex concepts in simpler terms.

Rise Universal Developments

Glossop, Derbyshire

FREELANCE

Apr. 2016 - Aug. 2016

- Developed a reserve and collect web application for a local building & joinery company.
- Technologies used included Java, Spring, SQL, HTML5, CSS3, JS.
- Gained experience dealing with clients. i.e. meetings, forming requirements and negotiating payment.
- Gained vital experience in understanding the timing and scale of projects, in addition to improving my time management skills when meeting deadlines.

Extracurricular Activity

Salford Computing Society

University of Salford

MEMBER

Sept. 2015 - PRESENT

- Being a part of the society has given me the opportunity to deliver talks and presentations to a group of peers.
- Took part in regular programming challenges.
- Mentored both first and second year students in Java as a part of a society organised program. I helped by supporting and guiding them in the right direction when needed.

Hack Manchester

Manchester Museum of Science & Industry

PARTICIPANT

29 Oct. 2016 - 30 Oct. 2016

- Built a tablet based in-store app for the Co-op challenge.
- Technologies used include Java, Spring, MySQL.
- Had the opportunity to practice using Git for collaboration on the back-end.

Great Uni Hack

Manchester Metropolitan University

PARTICIPANT

12 Nov. 2016 - 13 Nov. 2016

- Won the HackHarassment challenge. Built HarassBlock, a harassment blocking browser extension inspired by Ad-Block.
- Wrote a NLP (Natural Language Processing) module in Python, a language that I had never used.
- I was able to apply my knowledge of other languages and general programming principles to get the module done.

International Cyber Security Summer Camp

Amsterdam University of Applied Sciences

STUDENT

29 Aug. 2016 - 2 Sept. 2016

- Learned from industry leading experts and gained practical experience in offensive security, reverse engineering, malware analysis, threat intelligence, forensics and exploit development.
- Underwent a team-based realistic 12-hour simulation scenario saving Amsterdam from a terrorist attack.
- During this period we demonstrated forensic analysis of an sd card, uncovering data hidden with steganography, colliding hashes, reverse engineering communication programs, ending in a hunt for the final evidence around Amsterdam.
- Gained great experience working in teams of 10. Students were from the UK, Netherlands, France and Croatia. Everyone contributed a variety of different skill sets which allowed us to work effectively as a team.

Hack Manchester

Manchester Museum of Science & Industry

PARTICIPANT

24 Oct. 2015 - 25 Oct. 2015

- Built an Android application used to battle monsters that appear based on proximity to Bluetooth beacons.
- Gained better understanding of the Android SDK, SQLite as well as communicating with external services via JSON.

Great Uni Hack

Manchester Metropolitan University

PARTICIPANT

31 Oct. 2015 - 1 Nov. 2015

- Built an application for clients of an unmanaged public work space as part of the Rise challenge.
- I implemented an Android application which communicated with a node backend using WebSockets.

Young Rewired State - Festival of Code

Barclays Bank, Manchester Offices

VOLUNTEER MENTOR

25 Jul. 2015 - 2 Aug. 2015

- Mentored a group of 4-6 children under the age of 18, ranging from 8 to 16 during a week long hackathon.
- Provided support as they developed an Android application connected to Google APIs.
- Application was using Google's speech to text in order to transcribe conversations and communicate with deaf individuals without the need for sign language.
- I was inspired to do this as I never had a mentor or anyone who I could guide me when I was learning to code as a teenager.

Awards

2016 **Challenge Winner**, Great Uni Hack - HackHarassment Challenge - HarassBlock Browser Extension

Manchester Metropolitan University

Presentations

Salford Computing Society

University of Salford

PRESENTER FOR <REVERSE ENGINEERING - CRACK ME CHALLENGES>

Sept. 2016

- Introduced 'crackme' challenges with a walkthrough demonstration of reverse engineering a basic login program.