Pip Turner

Email	pipturner@outlook.com	**GitHub**	github.com/dwarph
Website	pipturner.co.uk	**LinkedIn**	/pip-turner97

Junior Developer, with over five years of programming experience. A fast learner, who enjoys pushing himself.

Work Experience

2018- Present: ALD Automotive, Emersons Green, Bristol
Application Developer - Full stack developer working in an Agile environment
I begun this role immediately after graduation. I primarily work with a C# backend, maintaining and managing the web services as well as handling front end logic and styling, using an Angular Framework. This role has provided me with great experience of working with continuous integration, as well as using Git and Azure Devops to maintain the large number of repositories used in the company. I help organise regular Agile Breakfasts and have enjoyed taking ownership of automated selenium tests within my team.

2016- 2018: Aberystwyth University, Penglais, Aberystwyth, Ceredigion, SY23 3BF
Demonstrator - Demonstrated for lower years in a variety of workshops including C, C++ and Java, helping teach them fundamentals and guiding them in solving issues they encountered.

2015- 2016: Handsworth Grammar School, Grove Ln, Handsworth, Birmingham
IT Technician - I was employed over the summer to help maintain the school's infrastructure. I helped upgrade PCs and the school's network and performed general IT support.

Voluntary Work

SpecialEffect (*2015-Ongoing*)
I help on SpecialEffect's Stall at various events in the UK. SpecialEffect uses technology to enhance the quality of life of people with physical disabilities. This involves speaking with attendees about SpecialEffect, and running various demos.

Skills

Programming Languages: *C#, C++ (inc. OpenGL), C, Java, JavaScript (Three.js & P5), TypeScript, SQL*

Markup Languages: *HTML5, CSS, SCSS, LaTeX*

Software: *Windows, OSX, Linux, Unity 5, Blender, Git, SVN, Bitbucket & Github, Azure Devops*

Other: *Experience with Agile ways of working, Continuous Integration*

Education & Qualifications

2015-2018	BSc (Hons) Computer Science (First Class) - Aberystwyth University
	Achieved a Merit Award in the Aberystwyth Scholarship examination
2013-2015	A Levels - Handsworth Grammar School, Birmingham
	Computing (B), English Literature (B), Mathematics (E)
2008-2013	GCSES - Handsworth Grammar School, Birmingham
	13 GCSES A* - C (Including: Distinction in ICT, A in Maths)

Personal Projects

To see my full portfolio, visit pipturner.co.uk/portfolio

3D Procedurally Generated Nature Scene *(C++)*: My Major Project/Dissertation, made as part of my degree. The project developed 3D procedurally generated natural scenes, concentrating on terrain and trees. Procedural generation algorithms were implemented from scratch using C++ and OpenGL.

QRTTNBPBYTROAYALID, An Infinite Runner *(Unity, C#)*: Quick, Run to The Next Battery Pack Before Your Torch Runs Out and You Are Left In Darkness!, is an infinite runner created for Ludum Dare #39. I worked on the code and game design.

3D "Temple of Doom" Scene *(JavaScript, Three.js)*: 3D Scene made for an assignment using Three.js. Each item was modelled using Three.js rather than using 3D Modelling software.

The Search For A Good Book *(Blender)*: A 1-2 minute animation made for an assignment using Blender. I used a low poly style to create something which looked pleasing and allowed me to quickly iterate and create more content.

Interests

Personal

I try to have at least one book on the go at one time - at the moment I am reading *Clean Code by Robert C Martin*. I also regularly listen to podcasts with the aim of improving both my general programming skill (currently listening to *Coding Blocks*) and my appreciation of Game Design (*Tone Control* & *Designer Notes*).

I try to learn about aspects of technology which interest me - in the past couple of years I have been getting to grips with Unity in my spare time.

Pip Writes Stuff *(medium.com/pip-writes-stuff)* : I ran a blog called Pip Writes Stuff from 2014-2018. I am particularly proud of a weekly series I ran called "Itching For More" which focused on small, unknown alt games, and aimed to provide a discussion surrounding them. Pip Writes Stuff was been featured twice in *Rock Paper Shotgun's The Sunday Papers.*

I play electric guitar in my spare time and at church. I cycle regularly and am an avid reader, of both fiction and non fiction. Two books I've read recently are *1Q84 by Haruki Murakami* and *Words of Radiance by Brandon Sanderson*, both of which were nearly impossible to put down.

Referees

Available upon request.