NICK SMIRNOFF
SOFTWARE ENGINEER

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📍 Hull, United Kingdom

ACCOMPLISHMENTS

1 CERTIFICATION
Professional Scrum Master I
March 2018
Scrum.org

2 LANGUAGES
English
Native proficiency

Russian
Native Proficiency

1 PROJECT
Tide Box
October 2016 – May 2017
TideBox (Humber in a Box 2) is a user-interactive application designed for demonstration purposes to simulate the LISFLOOD hydrodynamic model in real-time using Unreal Engine 4, C++ and Blueprints.

12 GCSE GRADES (A* – C)
Including Maths, Science, English, and Russian Language.

Dedicated, innovative, motivated individual inspired to be part of the mould that will shape the limitless potential of the future through technology. Always looking to gain greater experience and knowledge in a range of settings relating to content creation and development.

EXPERIENCE

SOFTWARE ENGINEER
2018 – Present | APD Communications | Hull

Creating a secure, intelligent and connected control room solution that helps organisations protect and preserve society. Using a variety of technologies in the .NET space focusing on WPF MVVM with ASP.NET MVC and SQL.

GRADUATE SOFTWARE ENGINEER
2017 – 2018 | APD Communications | Hull

Part of an Agile Scrum team designed and developed core features of Aspire; a contact management solution used by the countries emergency service operators, aiding in ~224,650 calls a day.

Given an enhanced level of responsibility; granted use of the company's critical tools, facilitating and directing a product release, as well as actively proposing and implementing modern technologies and ideas.

PART-TIME SOFTWARE ENGINEER
2016 – 2017 | SEED Software | Hull

Appointed Scrum Master for a small team, contributed in the design and development for TideBox, a client requested re-imagination of Humber in Box project from the previous year. Recreated and improved using Unreal Engine 4 and VR capabilities.

EDUCATION

MASTER OF ENGINEERING WITH HONOURS
2013 – 2017 | 2:1 | Computer Science | University of Hull

- Modules include 'Software Engineering', 'Networking & Web Technologies', 'Real-Time Graphics', 'Mobile Devices & Applications' and 'Personal Development Project'
- Collaborated with multiple teams on various assignments, researching, producing and demonstrating creative products and solutions
- Developed multiple projects using a variety of programming languages and technologies, including 3D Graphics with DirectX and C++, SPL Compiler, AI with Prolog and .NET applications
- Achieved a First-class grade for the 'Personal Development Project' aimed at planning, documenting, designing and implementing a substantial piece of work

BTEC LEVEL 3 EXTENDED DIPLOMA IN ICT
2011 – 2013 | Triple Distinction Star | Wilberforce Sixth Form College

- Modules include 'Programming & Software Testing', 'Website Development' and 'Digital 2D and 3D Graphics'

TECHNOLOGIES
• C# • C++ • XAML • XML •
• JSON • XML • REST • SOAP •
• API • HTML • CSS • JS • PHP •
• Java • Xamarin • MS SQL •
• .NET • WPF • MVVM • LINQ •
• ASP.NET • MVC • WinForms •
• Prism • Unity DI • Docker •
• TDD • BDD • SpecFlow •
• Unit Testing • PowerShell •
• DirectX • OpenGL •

TOOLS
• TFS • VSTS • TFSVC • Git •
• GitHub • SSMS • VS •
• Unity • Unreal Engine 4 •
• Adobe Creative Suite •
• Blender • Cinema 4D •
• OBS • Vegas Pro •

INDUSTRY KNOWLEDGE
• OO Programming • Agile •
• Games Development •
• Graphics Design • UX •
• Scrum • Kanban • PRINCE2 •
• Waterfall Model • CMMI •
• Extreme Programming •

REFERENCES

Declan Whiting
Software Engineer
APD Communications
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Johannes Brittain
Software Engineer
APD Communications
johannes.brittain@apdcomms.co.uk

KEY SKILLS

TEAMWORK
- Thrive in dynamic, fast-paced environments within individual and team-based settings; facilitating new ideas in an environment that encourages best engineering practices and further development
- Experience with conflict management, allowing the mediation of problems, resulting in a more desirable working environment

COMMUNICATION
- Strong use of verbal communication to ensure understanding to bother clients and team members, with the ability to adapt explanations to those of varying technological understanding
- Introspective; listening to team members thought and opinions, to allow later reflection upon these ideas, resulting in further team development and potential action

PASSION
- Very strong work ethic, always striving to better understand, apply, and advise good software engineering and its practices
- Committed to aim for a quality-based environment, by analysing complex technical information, and applying this to personal and professional projects to achieve high standards and efficiency

HOBBIES & INTERESTS

PERSONAL DEVELOPMENT PROJECTS
- Expanding development experience and knowledge through self-driven personal projects, often requiring extensive research of new and bleeding edge technologies with experimentation and implementation
- Consume information from multiple technological sources, including well known coding journalism outlets, blogs, and conferences

GRAPHICS DESIGN
- Interested in graphical design and further understanding the wide scope of tools available and their extended range of applications from presentation to User Experience

TECHNOLOGY & GAMING
- Interest in game experiences, creation, and development with a heavy focus on new and innovative ideas from sources ranging from crowd funded teams to Triple-A development studios
- Practising and developing competitive strategies within game-based environments and a diverse team of people to achieve success

HARDWARE
- Keeping up with the latest hardware and gadgets in the industry, eager to take the opportunity to experiment and experience these innovations first-hand
- Applying latest hardware to personal set-up to increase productivity and capability