

# NATHANIEL FORSYTH

JUNIOR  
SOFTWARE  
DEVELOPER

## 0.1 CONTACT DETAILS

### GITHUB

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## 0.2 PERSONAL PROFILE

I am a creative problem solver who is very capable assimilating complex information at speed.

I am a skilled communicator able to distill complex concepts into simple messages and tailor my approach to my audience.

I am an ambitious junior programmer hungry to develop my skills and become the best I can possibly be.

## 0.3 TECHNICAL SKILLS



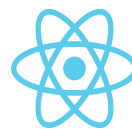
Python



JavaScript



Java



React



HTML



CSS

## 0.4 EDUCATION

### 06/22 CODECLAN

10/22 Professional Software Development

Finishing the week of the 3rd of October, this immersive 16 week course is how I've spent the last 3 months. Roughly 800 hours of coding with a great team of instructors, 3 projects and a range of languages and frameworks has given me a strong footing in the practical bits of coding. The emphasis placed on learning good practices, ways of working and building teamwork skills has been incredibly valuable. In my time at CodeClan I have found a lifelong passion and a new purpose. I have always loved solving problems for people and being creative and now I have the skills to do this in my work. Programming is something I deeply love, and I'm very excited to spread my wings and begin my journey into this industry.



DEVILS GRIP  
github.com/IronsideF/  
devils\_grip

**The Brief**

As a team, recreate an existing card or dice game using React. We chose to model Devil's Grip.

**The App**

Populates the initial grid, allows the user to swap and stack cards in the grid according to the rules of the game, draw and play cards from the deck and end the game once they have no more legal moves.

**Created Using**

React (and naturally JavaScript), Express, MongoDB, CSS and the Deck of Cards API.

**The Story**

This was the second full project I embarked on, and the first in a team. I was confident that despite the challenge we had chosen that we would be able to rise to it, and I'm very proud of what we achieved over the course of just a week.



CALEDONIA  
github.com/IronsideF/  
CaledoniaCapstone

**The Brief**

A java game where the user traverses a set of encounters fighting enemies with a deck of cards and collecting rewards

**Created Using**

Java and the JavaFX Framework.

**The Story**

The third and final project for my course with CodeClan, me and another person took on a large challenge to complete a game in two weeks. I learnt an entirely new framework, JavaFX and built the frontend for the game using it. I am extremely proud of the result.



TOBY'S ANGELS VET MANAGEMENT  
github.com/IronsideF/  
vet\_manager\_flask\_project

**The Brief**

Produce a management app for a veterinary practice.

**The App**

Allows a user to create, view, update and delete details for vets, owners, animals, appointments and treatments. Animals are registered to a vet and owner and can have many appointments. The cost of an appointments treatments can be totalled and added to the owners record.

**Created Using**

Python3, HTML5, CSS, Postgres, Psycopg2 and Flask.

**The Story**

I built this app following four weeks of study with Codeclan, as the first full project I embarked on. While there was lots more I wanted to add, I was very happy with what I achieved within a week.

**The App**

Generates a random set of encounters and a random deck for the player. The player can play cards to fight enemies. When enemies are defeated, the player collects card rewards, also randomly generated. Enemies and rewards both scale as the game progresses. If the player beats the boss, they win and have the option to continue playing against progressively harder enemies. If the players life falls to 0, they lose and have to start from the beginning.

03/19 THE OPEN UNIVERSITY

06/22 Knowledge Management System Admin,  
Student Advisor

I worked at the Open University for three years across two roles, and in addition to strong problem solving, communication and content management skills, it gave me a strong grounding in what keeps organisations going and the importance of the team. More than anything, the people in an organisation make the difference, and I enjoyed contributing to a positive team dynamic, building each other up to allow all of us to succeed.

09/15 VARIOUS SOCIAL ENTERPRISES

07/18 Social Bite, Resilient Scotland,  
Homes for Good

Over the course of three years I worked as an intern at several Scottish social enterprises. All these roles involved handling and analysing data, whether that was producing reports on shop performance for Social Bite, reviewing the energy ratings of properties for Homes for Good or creating a detailed report on how well Resilient Scotland was living up to it's mission statement. I learned a lot about how to present and communicate information in these roles, and even held the honour of being the sole person left running the office when George Clooney came to visit for the Scottish Business Awards!