

## Professional profile

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A final-year BSc Applied Software Engineering student at Cardiff University, I am on track to graduate with a first-class degree in June 2024, having achieved a 70.2% grade average in my first two years. My studies have encompassed key areas such as Web Development, Java, Agile Project Management, and Cyber Security, complemented by hands-on projects like developing an Employee Management System and a website for the High Sheriff of Gwent, showcasing my proficiency in Java, Python, HTML, CSS, JavaScript, and SQL.

My practical experience extends to a role as a Full-stack Developer at Epidemic Gaming, where I honed my skills in server design and maintenance, teamwork, and user-focused development. Additionally, my passion for gaming led me to create a .NET application for "Rust," demonstrating my capabilities in software development and problem-solving.

Equipped with strong IT, communication, and project management skills, I am adept at both individual and collaborative projects. My academic and professional experiences have prepared me to contribute effectively in a dynamic, technology-driven environment.

## Work experience

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**Jun 2019 – Jan 2020**

**Epidemic Gaming, Ashford**  
**Full Stack Developer**

### *Outline*

As a Full-stack Developer at Epidemic Gaming, I played a pivotal role in the creation and maintenance of a dynamic game server environment. My responsibilities centered around utilising gLua and SQL for server development, directly contributing to the server's capability to support interactive gameplay for a significant number of concurrent users.

### *Key responsibilities*

- Designed, implemented, and deployed a game server using gLua (Garry's Mod adaptation of Lua) and SQL.
- Collaborated with players and other server developers to brainstorm and develop new features, maintaining the server's competitive edge.
- Conducted regular testing and debugging of game features, focusing on optimizing performance and user experience.

### *Key achievements*

- Successfully managed a game server that supported up to 40 concurrent players during peak times, demonstrating effective server management and optimization skills.
- Led the development and implementation of innovative game features based on player feedback, significantly enhancing player engagement and satisfaction.
- Identified and resolved numerous bugs and performance issues, markedly improving the stability and quality of the gaming experience.

## Education and qualifications

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### ➤ **Cardiff University** – Sep 2022 – Jun 2024 (Expected)

#### ○ **BSc Applied Software Engineering** – Predicted Grade: 1st

Focusing on a comprehensive curriculum, I have engaged in a variety of modules that span across the spectrum of software engineering. These include:

- **Intro to Web Development:** Gaining foundational skills in creating web applications.
- **Software Development Skills 1 & 2:** Building proficiency in software development practices.
- **Computational Thinking:** Developing problem-solving skills applicable in computing contexts.
- **Fundamentals of Computing with Java:** Learning the basics of Java programming

and computing principles.

- **Database Systems:** Understanding the management and structuring of databases.
- **Commercial Applications with Java:** Applying Java in commercial software development.
- **Agile Project Management:** Mastering agile methodologies for efficient project management.
- **Cyber Security:** Exploring the essentials of securing digital systems.
- **DevOps:** Integrating development and operations for streamlined workflow.
- **Performance and Scalability:** Focusing on enhancing software performance and scalability.
- **Mobile Development:** Learning to develop applications for mobile platforms.

With more modules ongoing until completion of my course.

Key projects undertaken during this course include:

- **Employee Management System** (Java/HTML/CSS/JavaScript/SQL): Developed a comprehensive system for managing employee-supervisor relationships, meetings, and wellbeing analyses. Acted as scrum master, employing agile methodologies, and delivering a product that met the client's functional and aesthetic expectations.
- **High Sheriff of Gwent Website** (Python/HTML/CSS/JavaScript/SQL): Created a website for the High Sheriff of Gwent, facilitating community initiative applications and financial support. The project involved comprehensive planning, development, and deployment, resulting in a product that fulfilled all client requirements.

## Interests

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**Gaming and Game Modification/Enhancement:** Passionate about gaming, with a particular interest in exploring and enhancing game functionalities. Developed a .NET application for the game "Rust," which allows users to scan and analyse maps of thousands of online game servers. This tool, created using C#, focuses on server selection based on specific criteria such as monument types, distances between them, and biomes. My involvement in this project not only reflects my enthusiasm for gaming but also demonstrates my skills in software development, problem-solving, and API integration. This interest extends to continuously improving gaming experiences, both for personal enjoyment and community engagement.