

JACK MILLS

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GITHUB: [LINK TO GITHUB](https://github.com/J-Mills) (https://github.com/J-Mills)

WEBSITE: [LINK TO WEBSITE](https://J-Mills.github.io) (https://J-Mills.github.io)

PERSONAL PROFILE

I am a passionate and driven individual who has been working towards my goal of becoming a self taught web developer. I have been actively working on this goal for almost a year using a variety of methods and building several projects to constantly push my abilities and ensuring that I am always solving new problems and keeping my skills sharp.

SKILLS AND TECHNOLOGIES

- ▶ Working knowledge: HTML5, CSS3, Javascript (CoffeeScript, jQuery, Node.js), Bash, CMS (Wordpress)
- ▶ Prior Experience: Java, Python, AngularJS
- ▶ Version control using git/github and general use of the command line as well as using Linux
- ▶ Photo editing and digital graphic creation using Photoshop
- ▶ Working as a leader and managing other people in a development environment
- ▶ Logical and methodical approach to problem solving

PROJECTS

2D PLATFORM VIDEO GAME - (GML)

- ▶ Platform video game with several levels, combat mechanics, AI and physics.
- ▶ The demo of the game has been received well and was created entirely using GameMaker scripting language.

DISCORD CHAT BOT - (JAVASCRIPT, NODE.JS, DISCORD.JS, JSON)

- ▶ Discord bot that can reply to messages and search the web and display results as well as log info to the console.
- ▶ Created using node.js and the discord.js library, the bot can issue admin commands, display images and reply to users.

MAC MENU BAR REPLACEMENT WIDGET - (APPLESCRIPT, JAVASCRIPT, COFFEESCRIPT, BASH, PYTHON)

- ▶ A group of widgets that display info on the top bar in a subtle and attractive way - all built upon a widget framework.
- ▶ The menu bar is customisable and includes bash code written by me that several other people now use for their versions.

EDUCATION

ONLINE LEARNING AND COURSES (JUNE 2016 - PRESENT)

- ▶ FreeCodeCamp - Front End Development Certification (HTML, CSS, Javascript, jQuery, AJAX, JSON, API's)
- ▶ Codecademy - Completion of HTML, CSS, JS, jQuery and Angular 1.X courses

NESCOT - (SEPTEMBER 2012 - JULY 2016)

- ▶ HND Level 5 / Foundation Degree - Game Development - Distinction
- ▶ BTEC Level 3 - Game Design - Merit

CHEAM HIGH SCHOOL - (SEPTEMBER 2007 - JUNE 2012)

- ▶ 11 GCSE's graded A to C including Maths, English and Science
- ▶ BTEC Level 3 - Information Technology / DiDA - Merit

WORK AND EXPERIENCE

CONTRACT WEB DEVELOPER - FREELANCE - (MAY 2017 - PRESENT)

- ▶ Creating websites and web pages for clients and making changes based on feedback
- ▶ Using the relevant tools for the job such as a CMS or a particular JavaScript framework
- ▶ Assisting clients in the design process for their website and helping to create a product they're pleased with

NESCOT, EWELL - TUTOR DEMONSTRATOR - (SEPTEMBER 2016 - DECEMBER 2016)

- ▶ Mentoring students and assisting with problem solving and software help
- ▶ Assisted in the assembly of an industry standard film studio and construction of video equipment
- ▶ Usage of WordPress for students to upload work in the form of a blog using PHP

UKIE GAME JAM, EPSOM - PROJECT LEADER - (MAY 2016)

- ▶ Leading a team to create a game in a time pressured environment
- ▶ Working with other programmers on engine scripting and functionality using Lua and Kismet
- ▶ Won an award for the best game out of the teams in the college

NHS 111, DORKING - ADMINISTRATION AND SUPPORT - (AUGUST 2014 - JANUARY 2015)

- ▶ Contacting out-of-hours surgeries to resolve issues with patients
- ▶ Helping in the call centre for technical support with phones, fax machines, printers and computers
- ▶ Entering data into excel about patients and handling sensitive information

INTERESTS

I like to create video games, build mechanical keyboards and solve problems. Making websites and web apps is a fun way to try out ideas and present them quickly as well as test new technologies. My hobbies also include playing guitar, solving rubik's cubes, painting and playing tabletop games!