**James Percival**

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**Profile**

I’m an enthusiastic computer-science graduate with a first class honours degree from the University of Sheffield, and a long-time interest in programming, with recent experience in web development. I’m looking for a full-stack or backend-development role where I can work either independently or alongside team members who share my focus on quality and creative problem-solving.

**Skills**

* Strong programming ability in a variety of languages, and a good understanding of OOP and testing
* Good knowledge of JavaScript / TypeScript developed over the past year during volunteer work
* Proficient with HTML5, CSS3 / SASS, and the Bulma and Bootstrap CSS libraries
* Good knowledge of Vue and Svelte, and some experience with React, Angular8, and Django
* Extensive PHP experience and familiarity with CodeIgniter 4, gained over several years
* Strong understanding of relational databases, with several years of experience using MySQL
* Experience of version control systems, including Git, Mercurial, and Subversion
* Experience of mobile development (iOS), gained during academic projects
* Collaborative, agile and test-driven development skills, gained at university
* Good troubleshooting skills and attention to documentation and code-commenting requirements
* Understanding of common software security issues and best practice (e.g. OWASP Top 10)
* Strong written / verbal English communication

**Projects**

Retro-Computing Hobby Website

Deployment: [https://jpdevacc.github.io/HobbySite](https://jpdevacc.github.io/HobbySite/retro_gaming.html)

Repository: <https://github.com/JPDevAcc/HobbySite>

This was the first project I carried out as part of the Developer Academy “Web Developer Bootcamp” and showcases my interest in retro-computing topics. It was an opportunity to practice my front-end skills and gain familiarity with the Bootstrap CSS framework.

Technologies used: **HTML5, CSS3, Bootstrap**

JavaScript Quiz Project

Deployment: [https://jpdevacc.github.io/JSQuiz](https://jpdevacc.github.io/JSQuiz/)

Repository: <https://github.com/JPDevAcc/JSQuiz>

Two quizzes (personality and knowledge) implemented in the browser. A flexible file format was created for this project, allowing any number of quizzes to be easily added without modifications to the code.

Technologies used: **HTML5, CSS3, Bootstrap, JavaScript**

JavaScript OOP Text Adventure Game

Deployment: <https://jpdevacc.github.io/JSTextAdventure>

Repository: <https://github.com/JPDevAcc/JSTextAdventure>

An adventure game in the style of classic command-driven interactive-fiction. Makes heavy use of OOP classes to represent game entities such as rooms, items, and containers, and like the Quiz Project above uses a flexible file format to define the map and other game data.

Technologies used: **HTML5, CSS3, Bootstrap, JavaScript (OOP)**

JavaScript Cipher Project

Deployment: [https://jpdevacc.github.io/JS](https://jpdevacc.github.io/JSTextAdventure)Cipher

Repository: [https://github.com/JPDevAcc/JS](https://github.com/JPDevAcc/JSTextAdventure)Cipher

A cipher sandbox where users can chain together simple ciphers like the Caesar Cipher and encode / decode text using them.

Technologies used: **HTML5, CSS3, Bootstrap, JavaScript (OOP)**

**Experience**

**Web Developer** – **September 2021 – Ongoing (voluntary position, part time / remote working)**

Providr Ltd - [https://providr.uk](https://providr.uk/)

##### **Responsibilities:**

* Co-development of an online-ordering application using the Vue web framework
* Porting of Vue2 JavaScript to the Svelte framework in TypeScript with feature improvements
* Assisting with application back-end development in PHP (endpoints / data models)
* Development of a vendor portal in PHP, allowing clients to customise their own version of the app, create / edit their products menu, manage orders, etc.
* Assisting with the main front-facing website (written in Vue3)
* Helping to onboard team members with the systems and technologies in use by the company

##### **Software / technologies employed:**

* Vue (with Jest for testing), SvelteKit
* HTML5, JavaScript ES9 / TypeScript, SASS / Bulma CSS framework
* Apache, PHP 8 + CodeIgniter 4, MariaDB
* Mercurial

**Education**

**Web Development Bootcamp – January 2023 – Ongoing**

The Developer Academy - [https://learning.thedeveloperacademy.com](https://learning.thedeveloperacademy.com/)

* 12-week bootcamp covering front and back-end technologies, testing, and collaborative working

**Full Stack Web Development (Online Course) – January 2021 – September 2021**

Uplatz Training

This beginner/intermediate-level course covered the following technologies:

* HTML5, CSS3, JavaScript
* ReactJS, Angular8, Django
* MongoDB
* Java8

**OpenLearn Courses – 2020 – 2021**

Open University - https://www.open.edu/openlearn/profiles/zv488717/achievements

* Discovering computer networks
* Approaches to software development

MCOMP (Hons) **Class One**, **Computer Science** – September 2009 – June 2013

University of Sheffield

**Additional skills gained:**

* Improved time and workload management, and the ability to collaborate effectively within a team
* Improved verbal communication skills through presentation of completed projects and topics
* An improved understanding of issues and best practice pertaining to testing and data security
* An understanding of fundamental concepts in computation and their mathematical underpinning

**Notable achievements:**

* Contributed to a PHP-based business website in agile-development “Software Hut” module, winning the IBM UK Laboratories prize for “best Computer Science 2nd year group project”
* Awarded the BCS Eliot Chiat Prize for student with ‘best overall performance’ in second year
* A share in the Douglas Lewin Memorial Prize for ‘best examination performance’ in fourth year
* First-class standard on ‘virtual instrument’ dissertation project featuring audio processing and machine-vision, with documentation and a highly-optimised Java implementation as deliverables

**Other notable modules:**

* Java Programming, Web and Internet Technology, Software Development for Mobile Devices
* Testing and Verification in Safety-Critical Systems, Computer Security and Forensics

**Engineering Foundation Year** – September 2008 – June 2009

University of Sheffield

* One year intensive course comparable to three A-levels
* Achieved final grades above 70% (Mathematics and Physics) and 80% (Chemistry)

**Mature Access to HE Computing,** September 2007 – June 2008

Sheffield College

* Modules in programming (Pascal and C++), project lifecycle stages, organisational theory, mathematics (AS-equivalent), networks, text processing, spreadsheets, and databases
* First person to ever be awarded all available credits for module completion at Level 3
* Nominated for an Adult Learners’ Week Award