**James Percival**

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GitHub: https://github.com/JPDevAcc

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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, React, and Svelte, and some experience with 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 Express and MongoDB from development-course MERN-projects
* 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 abilities and attention to documentation / code-commenting requirements
* Understanding of common software security issues and best practice (e.g. OWASP Top 10)
* Strong written / verbal English communication

**Selected Projects**

JavaScript Quiz Project **(HTML5, CSS3, Bootstrap, JavaScript)**

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 added without modifications to the code.

JavaScript OOP Text Adventure Game **(HTML5, CSS3, Bootstrap, JavaScript OOP)**

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.

JavaScript Cipher Project **(HTML5, CSS3, Bootstrap, JavaScript OOP)**

Deployment: https://jpdevacc.github.io/JSCipher

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

A cipher sandbox where users can chain together simple ciphers and encode or decode text.

Book-list API Group Project **(Node / Express, MongoDB)**

Repository: https://github.com/JPDevAcc/booklist\_api

This project involved developing an API in the Express server for accessing and modifying a book-list. In order to test the API, Insomnia was used. My contributions included the endpoints for search, count, ranged retrieval (for pagination), and marking a book as read / unread.

Book-list Front-End **(Bootstrap, React)**

Deployment (API): https://jpdevacc.github.io/booklist-frontend

Repository (API): https://github.com/JPDevAcc/booklist-frontend

This was primarily a personal project to build a front-end for the above API, intended to better demonstrate functionality, and to provide a more convenient way to enter test data and an alternative method of testing the endpoints.

Events App FullStack Group Project **(Node / Express, MongoDB, Bootstrap, React)**

Portfolio page: https://jpdevacc.github.io/PortfolioSite/projects/project\_eventsapp.html

This assignment involved creating both a back-end API and a front-end for an app where users could post event details with an accompanying image, to a common page. The main aim of the project was to learn about authentication and authorization, and to that end, the back-end makes use of credentials stored in a MongoDB database, with access control implemented via secret token passing.

My main contributions were the form and front-end functionality for adding / updating an event, and the authentication / authorization endpoints, including support for cookie-based tokens and encrypted passwords.

Fitness-App **(4-week MERN-stack agile-development group project)**

Portfolio page: https://jpdevacc.github.io/PortfolioSite/projects/project\_fitness.html

This assignment involved the development of a website with a theme of our choice. Our group of three settled on a fitness-app with features such as work-out and dietary recommendations along with social posts and messaging.

There was a strong emphasis on following an agile-development approach and to that end we made use of tools such as user-stories, weekly sprints, and daily standups. In terms of the division of work, specific features / tasks were generally allocated to individual team members to allow for mostly independent working, but with assistance and ideas shared as required.

My main contributions included user registration / account-management options, site preferences / profile settings, a dashboard (with notifications, a goal progress section, and a body-mass-index calculator), and a contacts / messaging system.

I also assisted with the back-end authorization and session-management code and was the manager for the two GitHub repositories.

Please refer to the project portfolio page for more details and links to the site and code repositories.

**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, with heavy use of JavaScript on the front-end
* 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
* Currently involved in the development of an internal messaging system using Vue3 and PHP/CI4

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

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

**Administrative Assistant** – **March 2007 – June 2007 (3 month temporary position)**

Keetons Removals, Sheffield

##### **Responsibilities:** Receptionist duties and creation of a computerised mailing list.

**Customer Service Representative** – July 2004 – May **2005**

Norwich Union (Aviva), Sheffield

##### **Responsibilities:** Data entry of pension policy application forms, quality-checking the work of colleagues, and requesting missing information from clients.

**Education**

**Web Development Bootcamp – January 2023 – April 2023**

The Developer Academy - https://learning.thedeveloperacademy.com

Front / back-end development course with collaborative working, covering primarily the MERN stack:

* Git, HTML & CSS / SASS (+ Bootstrap), JavaScript, Jest, React, Node / Express, MongoDB

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

Uplatz Training

Beginner / intermediate-level course covering 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