ack Evans

Cockfosters, London, UK

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Personal Strengths: Technical Skills:

* Logical thinking and good problem-solving skills
* Strong drive to develop my technical skillset
* Ability to work under pressure and to deadlines
* Able to work as part of team or independently
* Responsibility to be a team leader, to delegate and help where necessary
* C#
* TypeScript, Angular, RxJS
* JavaScript, JQuery
* SQL, T-SQL
* VS2017, VS2019, VS Code
* Unity Editor

Work Experience:

Both of my roles in the software industry have followed similar principles – in both I was part of a small team operating under a semi-agile workflow, where sprints are set up but occasionally priority work takes precedence. In both roles we used Azure DevOps for issue tracking, Git repositories and build pipelines, and in both I have had exposure to front and back-end technologies. I have listed some of my notable responsibilities and achievements below.

**2019-2021 Fortress GB Ltd.** – Software Engineer, London

* Creation and primary maintenance of several applications, with functionality ranging from report generation to PDF design to data display and manipulation. Most of our applications consisted of an Angular front end and ASP.NET Core back-end API.
* Primary maintenance of the central system, which contained authentication and authorisation logic, common domain object processing, and some centralised services.
* Creation and deployment of several NuGet and npm packages to keep common code centralised.
* Creation of a standalone printing service which was receiving and printing documents from any of our applications. Built with SignalR messaging, a WPF GUI, and an Entity Framework Core data layer.
* Management of several projects and delegation of work to juniors. This also included code reviews.
* Part of a few hiring processes, including interviewing and setting/marking assignments for prospective candidates.
* Creation and maintenance of Azure build and release pipelines.

**2017-2019 Crest Software Ltd.** – Software Engineer, Christchurch

* Development of new features and bug fixes for an ASP.NET Document Management web application.
* Updates and maintenance of an MSSQL database.
* Creation and maintenance of a .NET Core data visualisation application using RESTful controllers, Razor pages, EF Core, and DevExpress components.
* Maintenance and feature addition to a RESTful .NET Core WebAPI.
* Setup and maintenance of a Selenium automated testing suite.
* Addition of components to an Angular web application.
* Major rebuild of a C++ MS Excel Add-In into C# including HTML help pages.
* Rebuild of a WinForms licencing program.
* Exposure to Test Driven Development using NUnit and XUnit.
* Attended the Microsoft Ignite conference in London to learn about Microsoft Azure services.

**2013-2017 Professional Building Supplies Ltd** – eCommerce Business, Administration Assistant, Bournemouth

* Creation of an eBay selling platform, which included research, a feasibility study and implementation. This was completed on time and the eBay shop was generating revenue well after I left the company.
* Addition of a new major product category to the website. This meant learning the web administration platform that was used and getting to know the products and market sector, all within a short space of time. In a month 42 different product ranges were uploaded complete with descriptions, cover pages and pictures.
* Production of informative and advertising emails to send to a customer base of around 30,000, which required for me to learn the company email program. As well as this I decided to learn how to use Photoshop in order to add an extra graphic influence to the emails.

Game Development:

Recently I have tried to put as much of my free time as possible into learning game development, and specifically the Unity Editor. I started using Unity at the start of 2020, and over the UK lockdowns used the extra time I had to commit to watching YouTube tutorials and creating my own projects. I have completed a few fully-fledged projects but have many more which were created either purely to test a concept or idea. There is a full list of my public projects available both on my website and my GitHub profile.

Education:

**Bournemouth and Poole College 2017-2019**

Level 3 Software Technician Apprenticeship – Merit

**University of Exeter: 2014 - 2017**

BA Economics - 2:1 with Honours

**Bournemouth School: 2007 - 2014**

A2 Levels: Chemistry (A), Economics (A), Maths (A)

GCSEs: 11 A\* and A grades including A\*s in Maths and English

Interests:

* Very enthusiastic about video games – I am currently playing a number of games on PC and Switch.
* Love for playing and watching football. I am also serious about my fantasy football team.
* Regular visitor to the driving range and try to play golf out on a course when I can.
* Played guitar for 10 years.
* Enjoy reading at lunch breaks or long tube journeys – living in Zone 5 means lots of reading time.

My Sites:

https://JackEvans24.github.io

<https://github.com/JackEvans24>

<https://www.linkedin.com/in/jack-evans-7b6130bb/>