James Sinnott

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Website   **LinkedIn**   **Github**

Personal Summary

A Junior Fullstack Software Developer with a background in Computer Games Development and Civil Engineering. Actively pursuing an entry into the tech industry. Comfortable in Frontend and Backend Development, skilled in a number of programming languages and frameworks.

Skills

- HTML / CSS / JavaScript
- jQuery / Bootstrap
- Python / Flask / Django
- SQL / MongoDB
- Java / Spring / Hibernate
- PHP
- C#, C++
- NodeJS / ReactJS / ExpressJS / GulpJS
- AutoCAD

Experience

Student in Fullstack Software Development, at Code Institute
(October 2020 – November 2021)
Remote course that focused on developing four major projects in the categories of:

1. User-Centric Front End Development (HTML, CSS, Bootstrap)
   - A static **website** created for fans of "The Saw Doctors".
2. Interactive Front End Development (JavaScript, jQuery)
   - An interactive **Quiz Game** made with the help of the Open Trivia API.
3. Data-Centric Development (Python, Flask, SQL)
   - A book review and recommendation **site**.
4. Full Stack Frameworks (Django)
   - To be completed.

Project mentoring was achieved via the use of Google Meets. This was where planning for the project was discussed as well as project progress. Slack was the messaging app used for students to be able to discuss any issues or queries.

Civil Engineer's Assistant at Martin Sinnott B.E. Chartered Civil Engineer
(June 2017 – September 2020)
Responsible for:

- drawing plans of houses using AutoCAD,
- on-site taping,
- handling phone calls,
- doing up planning applications to be sent to the local authority.

I directly reported to my employer on the progress of my work and had the experience of working closely with clients to achieve their goals.

Software Development Intern at IT Carlow GameCORE Research Centre
(March 2015 – September 2015)
Collaborated in a three man team on a **gamification project** to create an app to help people track their fitness using the Fitbit API. I was in charge of:

- data retrieval (via the Fitbit API),
- database management,
- linux and apache server setup and maintenance,
- push notifications,
- and selenium testing

My teammates and I went through the SCRUM agile software development process for this project. I spoke directly to my employer about the progress of my team. I developed software for the Android and iOS platforms using JavaScript, HTML5, and Python and used MySQL to manage the database.

Education
Treehouse – Online Coding Courses
(May 2017 – September 2020)

Bachelor of Science (Honours) in Computer Games Development, IT Carlow
(September 2012 – June 2016)

Hobbies and Interests
In my spare time I enjoy reading, travelling, music, swimming, kayaking, puzzle solving and always learning new things.