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.

Experience

Student in Fullstack Software Development, at Code Institute

(October 2020 – November 2021)

Focused on developing four major projects in the categories of User-Centric Front End Development (HTML, CSS, Bootstrap), Interactive Front End Development (JavaScript, jQuery), Data-Centric Development (Python, Flask, SQL), and lastly Full Stack Frameworks (Django).

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, and doing up planning applications to be sent to the local authority.

Software Development Intern at IT Carlow GameCORE Research Centre

(March 2015 – September 2015)

Worked in a three man team on a gamification project to create an app to help people track their fitness using the Fitbit API.

Education

Treehouse – Online Coding Courses

(May 2017 – September 2020)

Bachelor of Science (Honours) in Computer Games Development, IT Carlow

(September 2012 – June 2016)

Skills

Programming Technologies:
   - **Python, SQL, HTML/CSS, JavaScript, Java, PHP, C#, C++**
Libraries/Frameworks/Runtime Environments:
   - **ExpressJS, NodeJS, Flask, Django, ReactJS, jQuery, GulpJS, Spring, Bootstrap**