**Joe Robinson**

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As an undergraduate from Coventry University, studying towards a degree in computing, I have developed many programming skills as well as having a keen focus on web development. My academic work has enabled me to improve upon my problem solving and organisation. During my studies, I have undertaken contributions towards group projects, utilising and developing excellent communication and co-operations skills. Looking to eventually secure a position as a web or software developer, where I can make value of programming skills and develop them further. An alternative career option I have considered would be that of a data analyst, using my data and information retrieval skills learnt at university.

**EDUCATION**

**Computing BSc (Hons) Coventry University (2015 - Present)**

**Second Year Modules (Marks Pending):**

Real World Project; Designing for Usability 2; Developing the Modern Web 1; Programming, Algorithms and Data Structures; Data and Information Retrieval; Technology and its Social, Legal and Ethical Context; European Computer Driving Licence – Advanced Presentation software

**First Year Modules Marks:**

Introduction to Computing (55.6%); Introduction to Algorithms (50%); Computer Architecture and Networks (65.85%); Logic and Sets (59%); Designing for Usability 1 (47%); Enterprise Information Systems (50.1%); Smart Phone Apps (52%)

**Sidney Stringer Academy (2008 – 2015)**

**Sixth Form, A-Level:**

BTEC Level 3 Diploma in IT (Distinction, Distinction\*); BTEC Level 3 Subsidiary Diploma in Business (Merit)

**Secondary Education, GCSE’s:**

7 GCSE’s Grades A-C, including Maths and English

**TECHNICAL SKILLS**

Programming Languages: Python, currently learning: C++ and Java

Databases: SQL server, MongoDB

Web Development: HTML, CSS, Dreamweaver, Wordpress

Adobe: Photoshop, Illustrator

Microsoft Office: Word, Excel, PowerPoint, Publisher, VBA

**PROJECTS**

**Development of a wayfinding navigation system**

The purpose of this project was to develop a web-based wayfinding system as well as carrying out usability testing on low and medium fidelity prototypes created before the finished product.

My role within the project:

* Design and development of low (paper based) and medium (PowerPoint) fidelity prototypes
* Presenting results of testing of prototypes
* Using HTML and CSS to develop the final web-based product

Eventually as a group we managed to develop a web based product which was based around the university and allowed users to find directions from one part of the university to another. Developing and gaining valuable programming skills, particularly the HTML language knowledge of which I already had from previous studies. Personally, I also improved upon my team work and communication skills, enabling me to work better with others.

**Development of a Tic Tac Toe game**

The purpose of this project was to develop a game of noughts and crosses (tic-tac-toe), in python, running on a raspberry Pi device. The game should have been multiplayer (2 players) and each player should have had their own python-based client, which will help them connect to the server and play the game.

My role within the project:

* Designing and setting up the initial game board in Python
* Adding sound effects to the finished project in Python
* Carrying out several usability tests to see how well the game worked

This project was a success with a full developed and working Tic Tac Toe game being produced. Again, this allowed for further programming skills to be developed, this time focusing on the Python programming language. We also had to set up a server using a Raspberry Pi device, so this allowed me to start to gain networking skills.

**INTERESTS**

When I am not actively engaging in my studies I enjoy reading and going to the cinema, socialising with friends at the weekend. I also have a keen interest in sports. I often cycle and I’m looking to join a gym within the near future.

**REFERENCES**

References available upon request.