

Joe Shilling

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A trustworthy, reliable individual who learns complex new ideas quickly and has experience working effectively as part of a team.

Education

COMPUTER SCIENCE BSc | 2018 – 2021 | LOUGHBOROUGH UNIVERSITY

- First class degree.
- Module topics include website development, software engineering, artificial intelligence and neural networks.
- Research project focused on linear cryptanalysis.

A-LEVELS | 2016 - 2018 | CAISTOR GRAMMAR SCHOOL

- Computer Science – A
- Mathematics – B
- Physics – B
- Further Mathematics (AS level) – B

GCSEs | 2014 - 2016 | CAISTOR GRAMMAR SCHOOL

- Chemistry – A*
- Computer Science – A*
- Electronics – A*
- Physics – A*
- 8 other GCSEs at grade A including English, Mathematics and German

Skills & Abilities

TECHNICAL SKILLS

- Studied computer science for seven years both privately and academically. Competent programming skills in JavaScript, Python and Java. Research topics include machine learning and cryptography.
- Practical technical skills from five years as a lighting technician, including setting up, troubleshooting, programming and operating stage lighting.
- Front-end web development skills using both Webflow for rapid development and React, Tailwind and SASS for custom solutions.

MANAGEMENT

- As roleplaying games coordinator for the Tabletop Games Society at Loughborough, I organised many people with differing needs to create cohesive and fun roleplaying groups. Throughout the year I organised several other roleplaying game events in coordination with other societies.

TEAMWORK

- Worked extensively as part of a team as a lighting technician to efficiently set up and take down complex lighting and sound equipment, as well as coordinating with other team members to fix problems quickly during high pressure scenarios.
- Worked with multiple groups for university modules, organising and coordinating complex tasks such as programming and website design.

COMMUNICATION

- Can communicate complex and/or potentially dangerous concepts and techniques in a way that is safe and easy to understand from my experience as both a bushcraft skills supervisor and running a programming club for secondary school students.

Experience

JUNIOR WEBFLOW DEVELOPER | FLOWJOY | OCTOBER 2022 - MARCH 2023

- Developing websites for clients using the Webflow development tool and custom Javascript
- Using p5.js to programmatically generate visuals for display and branding.

JUNIOR CREATIVE | GRAFFIO ARTS | MARCH 2022 - SEPTEMBER 2022

- Prototyping a web application using React that allows clients to easily create branded media.
- Using p5.js to programmatically generate visuals for display and branding.

DATA ENTRY | WITHAM 3RD INTERNAL DRAINAGE BOARD | JULY 2019 - JANUARY 2020

- Transferring a large paper archive into a digital format with no loss of information.
- Creating an organizational system that allowed for easy finding and retrieval of documents.

LIGHTING TECHNICIAN (VOLUNTEER) | CAISTOR GRAMMAR SCHOOL | 2013 - 2018

- Setting up, programming, and operating stage lighting for a variety of productions put on by the school.
- Working with a team of other technicians to troubleshoot issues and ensure productions didn't have technical problems.
- Trained younger students as my replacements.

BUSHCRAFT SKILLS SUPERVISOR | WILD WOODCRAFT | 2016 - 2017

- Instructing primary school children in wilderness skills.
- Ensuring safe practices are carried out when using potentially dangerous equipment.

Interests

During my time at university I was an active member of the Loughborough Tabletop Games Society and had previously sat on their committee as an event coordinator. Over lockdown I taught myself how to skateboard.