Joel Grimmer

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Technical Skills

Programming: C, C# (.NET), Dart (Flutter), Go, Java, Python, JavaScript (React.js, jQuery, TypeScript, Babel transpilation), HTML, CSS

Database: NoSQL (Cloud Firestore with JSON), MySQL (JDBC)

The cloud: Firebase authentication, Cloud Firestore, AWS (EB, EC2, RDS)

DevOps: Git (GitHub, Bitbucket), GitHub Actions

Education

MEng Computer Science; University of Bristol (2019 – set to graduate 2023)

Modules taken:

1st Year: Algorithms, Databases and Cloud Concepts, Functional Programming, Imperative programming, Computer Architecture, Mathematical Methods for CS, Object-oriented programming, Probability and Statistics, Security 101, Theory of Computation

2nd Year: Algorithms II, Data-Driven Computer Science, Interaction and Society, Programming Languages and Computation, Computer Systems A, Computer Systems B, Software Engineering Project

A-Levels: Mathematics: A*, Chemistry: A, Physics: A, Further Mathematics As: A

Work Experience and Projects

Software engineer and stakeholder, Byrd (2020, ongoing relationship)

- Worked as a software engineer during MVP development at Byrd (byrd.run), a start-up designed to help runners reach their goals through adaptive training plans with the Byrd app.
- I worked closely with designers from the likes of Dyson to maintain a consistent design language during front end development
- I quickly improved my competency with Flutter, Dart, and the Firebase stack by learning on the job, and implemented various functional and object-oriented concepts learnt through my first year to build concise, scalable code at an industry standard. This included learning how to automatically (de)serialise JSON due to the use of Cloud Firestore and learning to work with the reactive framework paradigm
- The level of productivity demonstrated through my first month of work at Byrd, which was accessed through the University of Bristol's SME placement scheme, led to my position being renewed for another two months, this time with my work being compensated through equity

Lead engineer, Online CBT Resources (2016-2018)

- Worked with a therapist to develop a series of CBT worksheets and questionnaires to be used by both their own and other therapists' clients.
- Implemented features includes ability to save multiple data entries locally (local-storage and React.js), exporting data to pdf (jsPDF), emailing data, and printing data.

Software engineer and tester, Aardman Animations, work experience (2015)

- Developed a weather app for every employee's homepage in C#, using the .NET framework and XHTML.
- QA tested a game development application for the creative-digital team.

Assistant developer: Bristol Museum and Art Gallery, Volunteering (2015-2016)

- Set up version control using Git and developed content management software (JavaScript and JSON) for the digital signage within the museum

Volunteering

2nd Year Computer Science Course Rep.

Social Secretary for The University of Bristol Computer Science Society

Interests

Debating: Competed with Bristol Debating Union in external competitions at a variety of Universities and in internal competitions within the society

Ski racing: I race regularly with the University of Bristol's Snowsports Club