

Kyle Alexander Pearce

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Qualification

University of the West of Scotland: 2015 - 2020

- BSc (Hons) (Sandwich) in Computer Games Technology - First Class

Experience

Versko Ltd (4 Lynedoch Pl, Glasgow G3 6AB)

2018 July – 2019 April

Software Developer (Full Stack) - Position Overview

As one of the software developers, I made developments and provided constant support to the clients of the live accountancy software named Simply Cashflow Limited. Making developments to both the server-side code and the client-side code, I had first-hand experience with making developments to languages such as Java, SQL, XML, HTML, JavaScript (jQuery and AJAX) and CSS on a daily basis.

Once assigned developments through the Versko system, using an agile software development lifecycle I would be in constant contact with the CEO of Simply Cashflow Limited, adhering to his requirements and requests until his approval for completion and deployment of the development was given.

Daily routines followed the structure of making developments to the code both client-side and server-side, contextualising and organising these developments with version control software, then deploying these developments onto my personal development server, followed by the test server and finally the live server once all tests passed.

Over the course of the position I worked closely with the entire Versko team, having daily technical discussions with the other software developers, network programmers, software testers and the team leader.

Technical Abilities Overview

Languages

C++, C, C#, PHP, Python, Java, JavaScript, JSON, HTML, CSS, SQL, XML, HLSL, GLSL.

Systems/Frameworks/Software

Vue.js, Axios, Ajax, JQuery, Vulkan, OpenGL, DirectX11+, Git, Github, Apache server, Apache Struts, Apache Ant, XAMPP, MySQL, DBVisualizer, phpMyAdmin, WinSCP, PuTTY, Heroku, npm, IDE's for above languages, PlayStation 4 development kits and proprietary software, Command Prompt.

Extra

Design patterns, best practice principles and coding standards, light .NET knowledge, Assembly language, 3D mathematics, Servers (deploying code onto different servers (development and test servers)).

(References and transcript available upon request)