

Elliot Lunness

Software Developer

Email: elliottlunness@lazercube.com

Location: 1A Merdon Close, Chandler's Ford, SO53 1EF

Mobile: 07472232331

Portfolio: <https://lazercube.com>

GitHub: <https://github.com/LazerCube>

A highly motivated and adaptable software developer looking for their first full time developer role. Extensive portfolio with wide-ranging core skill set gained through self-study and proactive personal ventures over more than 6 years. Business experience through small scale development projects and involvement in family businesses. Overall an intuitive developer with an objective approach to working and an energetic eagerness to learn and grow professional skills in a practical setting as part of a wider team.

Core Skills

Programming languages

Python
JavaScript
Java
PHP

Source Control

Git
GitHub / Bitbucket

Additional Skills and Proficiencies

Django/ Django REST / Jekyll
RabbitMQ
JavaFX
MySQL / PostgreSQL

Linux
RESTful APIs (JSON)
Automated testing / Travis CI
HTML / CSS

Education and Qualifications

Swansea University (2016 - 2019)

BSC Computer Science – Postponed Year 3 seeking full-time employment.

Eastleigh College (2014 - 2016)

Extended Diploma IT: Distinction, Distinction, Distinction

Barton Peveril College (2013 - 2014)

AS Level: Computer Science (C), Graphics (B)

Thornden School (2008 - 2013)

9 GCSEs including Maths, English, triple Science, and an OCR certificate in digital applications.

Relevant Experience

Holray Systems Ltd

- Replaced legacy payment API system with new Sage Pay Pi API allowing for increased security and allowing customers access to key new features.
 - Worked alongside other developer to test, debug and solve any issues with new checkout system.
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Projects

Readyabout.co.uk (Solo)

- Engineered a boat rental, advertising, marketing and blog site for the Norfolk Broads.
- Built systems to utilise external REST API's data, with various authentication types.
- Programmed backend in Python with Django and Celery, using PostgreSQL, Ngnix and RabbitMQ.
- Established deployable services in docker containers, allow for easy deployments and future scalability

Vesta – Asteroid Game (Solo)

- Built a vectorized game engine using Python and Pygame.
- Devised a system allowing for variable framerates with fixed physics timesteps.

Tawelib - Library Management System (University Group Project)

- Managed a team of 5 other students.
 - Developed and designed a library asset management system, using Java and JavaFX.
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References

Please do not hesitate to contact me if you require further references.