

07988632719

O Leicestershire

ABOUT ME

Began programming from 13 as a hobby, using Visual Basic and C++. Despite lacking the option of formal education, progressed onto securing a 1st Class bachelor's degree. In previous job roles, I have excelled at taking ownership of legacy projects and providing sound, durable solutions to problems.

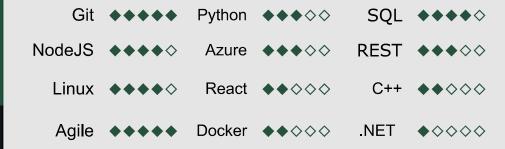
SOFT SKILLS

- Communicative
- Problem solving
- Teamworker
- Critical thinking
- Adaptability
- Technical creativity

LEWIS STOKES

Software Engineer

SKILLS



WORK EXPERIENCE

SMXI | Senior Developer

(Jan 2023 - Present)

 Implemented HOTP and TOTP algorithms for Multi Factor Authentication

Davies Group | NodeJS Developer

(Oct 2021 - Dec 2022)

- Main point of contact for the offshore development team and customer.
- Identified and resolved bottlenecks in deployment process, leading to a 250% speed increase.
- Complete rework of API authentication service.
- Re-spec'd production infrastructure to resolve performance issues.
- Automated DevOps CI/CD pipeline using Azure.

Touch Systems | Junior Developer

(July 2016 - Jun 2018) (Gap due to University)

- Owned development of bespoke plugins for CRM Software.
- Liaised with customers directly to design and action technical specifications.
- Methodically designed and implemented algorithms to provide accurate costing for industry specific jobs.
- Worked closely with Q&A team, to develop effective means of testing

Personal Projects

Multi-Layer Perceptron

Developed in Python, and motivated from a desire to further understand Machine Learning. Currently capable of solving linear regression problems, and supports gradient descent, with goals of applying more intricate models down the line.

Aerodynamic simulation of sailboat

Unity / C# simulation of forces acting upon a sailboat. Includes implementations of Gertner waves, as well as numerous physics equations to calculate lift and drag against the mainsail, daggerboard, and rudder.

Portfolio website

Initially developed in PHP due to limited hosting solutions, currently being translated into React. Provides an ideal project to showcase technical projects as well as maintain front-end web development skills.

Conway's Game Of Life simulation

Developed in C++ using the SFML Library. Completed as a means to learn graphics programming in C++ on a windows platform. Implements the four basic rules of John Conway's Game Of Life, in order to create a cellular automaton time series.

Education

Coventry University | 2018 - 2021 Computer Science BSc (Hons) - 1st

- Parallel Distributed Programming
- Operating Systems & Security
- Big Data programming
- Web API
 Development

- Database Systems
- Software Engineering
- Advanced Algorithms

- Programming and Algorithms
- Software Design
- Object Oriented Programming

Baltic Training Services | 2017

Diploma for ICT Systems and Principles for IT Professionals Diploma in ICT Professional Competence

The Nuneaton Academy | 2014

9 GCSE's Grade A-C including core subjects.

Hobbies

Music

I have always thoroughly enjoyed playing and listening to music, and am continuously expanding my collection of instruments. Music has been a great social activity for me to maintain and improve upon interpersonal skills, as well as team working through jam sessions and collaborating with others. Throughout university, I joined the Acoustic Music Society (AMS), and volunteered as a core member of the Society committee, planning, executing and leading events.

Pursuing a Pilots License PPL(A)

I am regularly picking up new hobbies whenever possible, as I enjoy new challenges, and thrive off of diversifying my abilities and skillset. Previously over the years, I have taken up hiking, bouldering, sailing, snowboarding, and many other hobbies. Most recent of which is beginning to learn to fly, as it has been a long standing dream that I am finally able to attempt. I believe flying is a great aid in keeping my mind active, as well as great practice at multitasking and mental preparedness.