



LEWIS MURRAY

SOFTWARE DEVELOPER

WORK EXPERIENCE

Software Developer

School of code | Mar 2021-September 2021

Once I got into the course, we were quickly thrown into learning many different things listed above in my technical skills and we had to use them to then create our final project as part of a team. We were gifted with a problem in which we had to solve. Our problem was that we had to find a way in which we can display and promote the work that School of Code bootcampers put into the team; we were given 5 weeks to plan, research and code the project in any way we wanted to, so that we could solve the problem.

So before we could actually code our app, we had to learn some back end development due to the fact that this was needed to create the database required to store all of the user's projects and their accounts. The technology we found that worked best for us in this situation was express.js, which is a simple web application framework for node.js, we used this as it allowed us to build our API routes and due to its simplicity and well developed ecosystem of plug-ins. These were things such as passport.js, which allowed us to implement a session based user authorisation system and then finally we used mongoose.js as our object document mapper that assisted in storing our users and their project data in MongoDB Cloud, this was used so that we could facilitate collaborative working as we were working remotely on this project in usually an asynchronous manner.

Once we had created the database, we could then move onto the stuff we were more familiar with, that being the front end. We decided to create our project in React.js mainly due to the fact that it compared to others is a very simple and lightweight javascript library and as we were familiar with it already due to previous projects being done in React we knew we could maximise our deadline using something we were familiar with. However, rather than normal javascript we opted to use Typescript instead. We did this because we had just come across it prior to the project and as the aim of the project was to push us to see what we could come up with; we thought we would push ourselves to learning something new and seeing how we got on with it. To style it we opted for just vanilla CSS, mainly due to time constraints we didn't want to overload ourselves too much, considering we had to learn a lot of backend, which was new to us.

Although this was a team project, due to the course being part-time there were times where we were having to work in an asynchronous style and do work at separate times and find a good time to meet. During the back end development, as it was all new to us we made sure that when something was done we alerted the other members of the team and basically went over and caught them up to what had been done so we were all on the same page and understood what was being coded. Furthermore, we created a jira board which we created a list of tasks that were available to assign to an individual, and that is how we went about choosing our tasks. I focused on designing, styling and coding the project showcase page. This involved rendering the information stored in the database onto the screen, and then getting it properly aligned to the page whilst also adding functionality. As well as creating the navigation bar to how we wanted it and making it functional. Along with this I also helped out where I could with the rest of the project.

As our deadline was only 5 weeks, we ultimately couldn't achieve everything we had come up with during the dreamers phase of our research and so we had to scale back to a realistic goal in that time period. If given the chance to go back and continue with our project, there were a few things we had in mind. Firstly we would like to add a way to edit projects that had been uploaded and then another idea was to add a filter, this would increase the accessibility of the app and really help tailor it to people's needs.

Labourer

J.W Constructions | September 2019-Present

Since September 2019, I have been working as a labourer, in this role I have been involved in building a range of different things, with the highlight being a major extension on a property. Following this I have also spent a good portion being on my own at a residency maintaining and decorating the place. This job has allowed me to learn a bunch of new skills that I am able to use for many years to come.

Waiter/Kitchen Porter

The Hollybush Inn | Jun 2016-September 2019

During A-levels I took up this job as a way to gain income and also experience into the working world hoping to pick up a bunch of transferrable skills that can be used for many years to come. In this role I pretty much ranged from washing up to making desserts and preparing meals all the way to being on the bar and pouring drinks for the customers. I learnt many new skills especially people skills as it was a very social job, there was no room to hide.

References available on request.

SUMMARY

Currently looking for a front-end development job to which I can highlight my motivated, committed and confident individual. I always make sure I express maximum dedication and effort I can to ensure that I can correctly handle any problems that I am faced with. I thrive in high pressured situations and am able to keep calm to focus on the problems I am faced with, as well as having excellent communication skills and working well within a team

FRONT END SKILLS

- HTML
- CSS
- Javascript
- React
- SASS
- Tailwind
- Typescript
- Testing
- Git
- Vscod

USER DESIGN SKILLS

- Figma
- Figjam
- Jira
- Trello
- Canva
- Marvel

SOFT SKILLS

- Self-Motivated
- Customer service
- Excellent communication skills
- Organisational skills
- Strong team-players

EDUCATION

A-Level (Woodrush High School)

- Film
- Biology
- Psychology

Key GCSE (Woodrush High School)

- Mathematics (A)
- ICT (A)
- Additional Science (A)
- English (B)

Additional awards:

BCS Level 2 ECDL Certificate in IT: Dist*