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| University DegreeBSc (Hons) Computer Science (Software Engineering) | contact Phone: 07427298618  Email: melson\_12@hotmail.com |

## Summary

Melson is a motivated individual who tackles any responsibilities with great energy, he is completely focused on achieving his personal and professional milestones. A strong passion for programming, strives to build programs from bottom to top, excels in problem solving as a result. Has a great deal of understanding towards the various kinds of obstacles a team must overcome to perform efficiently, acquired from previous technical projects mainly at University. Having strong leadership skills from directing previous projects, also from volunteering displays commitment in a team environment as a result in leading a youth group in the community.

## Employment History

#### Tk-Maxx/ sales assistance - (June 2014 - 2017)

Maintaining shop floor and various Departments – men's, Kids, Shoes, Fitting Room and cashier

Report Discrepancies and problem to duty manager – this gained the ability to stay alert and always focused.

Working with established guidelines, particularly with brands –keeping up with all deadlines.

#### Sparta global – 2017 (12 weeks traning)

12 weeks of intensive training program focused on developing technical ability and interpersonal effectiveness for when working in the industry. Many projects were carried out and practical learning, crafting real solutions for real problems.

#### AGILE

At Sparta, Agile was practiced continually throughout the academy, the mind-set, ceremonies, and continuous integration creates a highly knowledgeable agile expert.

Skills: Scrum, user stories, personas, acceptance criteria, backlog and estimation, retrospectives, stand-ups, Kanban, agile tooling, continuous delivery, extreme programming.

## Sparta Academy Projects

#### JavaScript game

Description: Developed a Game for the web browser. Using HTML, CSS and JavaScript. Duration of this project was 1 week. Worked with a client whilst developing this product. For a small project like this, Agile Methodology was utilised.

The game is based on a how fast you can type in the correct word matching the block. Aim of the game is to avoid the block touching the bottom of the screen. To do this you need to correctly input the word into the input bar, with every successful input you gain a point. After every 10 points you level up with the difficulty levels. Give it a try: <https://melson012.github.io/spartaCoreProject1/>

#### Ruby Rails – Inventory aPP

Description: A Ruby rails project that involved working in a group of 4, implementing and refining features on an existing brownfield project given by the head of education at Sparta Academy. A Live application that the Academy utilises to record items that have been checkout out by various members or students at the academy.

The project involved a Product owner, Lead Dev and four members as the developers. The product owner had produced a list of features that he needed implemented into the application. Within the group of 4, features were broken down with priorities and shared between each member. This project massively involved communicating with the product owner and conflicts while pushing different features at the same time. The project was a success however, many lessons were learnt and experience gained from working as a group then working independently.

#### Devops – AWS infrastructure

Description: Using the pervious finished Inventory application, A whole AWS Infrastructure was to be implemented around it. In a group of 5 DevOps team, we built a 2-tier architecture, with 2 environments of developer and production. Each task was split within the team members while utilising GitHub. Tools like Jenkin, Chef, Terraform and packer was utilised to automate the whole infrastructure and making it into an immutable architecture. Many tasks included self-teaching and research such as auto scaling, Route 53, ELB (Elastic Load Balancing) which was a big challenge as the project was managed and provisioned through code also known as ‘infrastructure as code`. This introduced the team to work in a mob programming to produce results faster and keep everyone unto-date with the features.

#### Devops – kubernetes and kops

Description: A group project which required researching and self-teaching ourselves on a completely unfamiliar system, in this case it was kubernetes and KOps. The kubernetes system is used to automate and manage containerized application such as Docker. We build containers and ran test application on Docker, then utilised Kubernetes to create clusters, services and pods that allow the application to go live. KOps were utilised to manage the AWS side and had configuration such as adding VPC and subnets. This project was one of the most challenging projects as it involved self-teaching and then coming together as a group and producing the product therefore, getting everyone up to knowledge was difficult and vitally important.

## Education

#### alperton community school - (2007-2013)

###### Modules:

###### A-Level:

###### Applied ICT

###### Media Studies

###### Photography

###### GCSE:

###### 10 A-C Including:

English, Mathematics, Science, DIDA

#### University of Hertfordshire: BSc (hons) computer science - (2014-2017)

###### Modules:

###### 2nd Year:

Algorithms and data Structures

Computer Architecture

Computer Science Development Exercise

Contemporary Issues

Database Concepts

Operating Systems and Networks

The C Family

###### 1st Year:

Human Dimension of Computing

Models and Methods in Computing

Platforms for Computing

Programming

###### 3rd Year:

Computer Systems Security

Mobile Computing

Object Oriented Development

Programming Paradigms

Project Planning

Software Engineering Practice

Software Engineering Project

#### Dissertation

My dissertation topic was on how instant messaging can replace the normal form of communication. Development of instant messaging application for the University help desk. The project was carried out using the Agile Methodology. The mobile application was built on XCode, for the iPhone platform. The whole purpose of this project is to reduce the problem of long physical procedures and replacing it with receiving help with the ease of your fingertips. My Mentor played the role of the client and my role as the developer. The project was 1 month duration. End of the project I gained strong knowledge on time managements, presentation skills and skills on various software and languages like Xcode, which was recently released.

## Certifications

#### BSc (Hons) Computer Science (Software Engineering)

## Sparta Global – Devops certificate

## Hobbies/extra Curricular activities

#### Challenge Summer camp (2012)

Love meeting new people, so I decided to join summer camps. Lead a diverse team of young people over a two-month course. Involved in a social action fund project. Within a group of 10, our aim was to find a cause within the community and delivering a community project. Loved the experience and meeting wonderful people.

#### coding

I am Surrounded by peers with coding background, in day to day basics we carry out mini-projects or improve projects that we have already carried out. This is a must as I feel it improves your code conducting skills and improve your knowledge overall because there is no limit to what you can learn.

#### Designing

Love designing, since I was an art student, it has taught me that sometimes grabbing the user’s attention is your first move. Enjoy playing around with various styling software’s like Adobe Photoshop. I utilise this to improve old project design, to keep it more updated with time.

#### Traveling

Traveling is a recently founded interest, love sight-seeing, meeting new people, new places and exploring the world itself.

#### Reading

On my spare time, reading on information on technology really intrigues me, it can be outside my field but if it catches my attention, I am sold. It’s one of the mainstream of exploring and learning about constant changes happening in the world.

## Volunteer Work

#### sports LEADERSHIP COURSE (2012-2013)

###### Example Modules: Sports Leadership

###### Final Project: Mentoring younger youths in the community for Highschool sports event.