

Micky Dore

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Profile

A versatile, logical and enthusiastic graduate who is currently eager to challenge himself with a hands-on job in Software Development. Extremely eager to learn and progress his skills and knowledge in new technologies in a working environment with professional experience creating web applications with React. Excellent inter-personal skills developed by working alongside clients of varying ages and abilities, creating an understanding of how to cater to clients with different needs. Able to use initiative when necessary and to excel working both independently and as part of a team.

Employment History and Work Experience

Jan 2018 – July 2018 Ordnance Survey, Software Engineer Internship

- Worked directly with clients producing several products including responsive web applications created with React, Redux and ES6 to a professional standard.
- Effectively developed software in an Agile Methodology through consistent and continuous delivery of functional software while maintaining constant communication with clients to discuss changing requirements.
- Displayed exceptional inter-personal skills by attending and supporting clients through several corporate events including hackathons and client growth events.
- Worked both independently and as part of a team on several successful projects, displaying the ability to work alone or collaboratively.
- Successfully displayed the ability to learn new technologies self-sufficiently such as React, Redux, OpenLayers, GCP, etc. and implement them effectively in order to produce software of professional standards.
- Exhibited competency in the use of several business tools such as Jira, Trello and version management control systems such as Git.

2012 – 2017 Maintenance Assistant, Mary Fielding Guild Care Home

- Developed my interpersonal skills by interacting with residents with varying disabilities and needs.
- Complied to a variety of maintenance tasks including construction, repairs and regulation of various aspects of the home.

2013 – 2014 Sales Assistant, Toys-R-Us

- Responsible for managing the “Click and Collect” service involving picking and packing orders placed online under continuous time constraints.
- Assisted with product sales by directly engaging with customers.

Education

2014 – 2017 The University of East Anglia, Norwich, BSc Computer Science, First Class Honours

- Achieved a first-class grade for Third Year Project which involved the creation of a responsive web application written with HTML, CSS, JavaScript, MySQL and PHP.
- First class grade achieved in 7 modules including Data Structures and Algorithms, Software Engineering, Systems Engineering and Networks.
- Grade percentage of 74.85% achieved in third and final year.

2006 – 2013 Fortismere Secondary School and Sixth Form College, London

- **A Levels:** Computing (**B**), Mathematics (**B**), Geography (**B**).
- **GCSE:** 9 A*-B grade subjects including Mathematics, English and Sciences.

Technical Skills

- Competent producing professional web applications using tools such as React, Redux, HTML5, CSS3, JavaScript, ES6 and SASS.
- Responsive web design techniques including Bootstrap, Flexbox and CSS-Grid.
- Creating RESTFUL APIs with Node and Express.
- Both NoSQL and SQL Database experience with MongoDB and MySQL respectively.
- Professional experience with version management control systems such as Git.
- Experience with Object Oriented Programming using Python and Java.
- Experience working with a Firebase and GCP based back-end system.
- Proficient with Microsoft Office.

Relevant Experience

Personal Projects: In my spare time I am frequently working on personal projects, creating applications with newly learnt technologies or building software that I can use in my personal life. Examples of recent software I've built include:

- A Python script hosted on my Raspberry Pi which runs every 24 hours that scans local music venue websites and sends me an email when new events are added so I'm up to date with new gigs.
- A web app created with React that gives people the chance to practice the card-based game "Dobble" or "Spot It" online. A live demo can be played [here](#).
- I'm currently learning React Native and working on an app aimed at travellers with Node, Express and MongoDB on the back end. The app will allow users to interact with a world map, dragging a pin to a location and leaving a note with their name and a message. Future goals for this software include containerizing this project in Docker.

Hackathons: I have attended numerous hackathons, including a hackathon hosted by BT that took place at the University of East Anglia. As a team, we competed against other students in a variety of programming challenges, learning how to pool together our skillsets in order to maximise our success.

Personal Interests

Wildlife and Environmental Conservation

- I spent a week volunteering at the Juara Turtle Project in Malaysia, a conservation centre for turtles and marine life. Throughout the week my responsibilities included giving informative talks to groups of visitors to raise awareness, beach clean ups and patrols and maintaining the volunteer centre.

Film and Animation

- I have a keen interest in both viewing and creating Film and Animation. Over time I have produced several short films of my own and have used a number of editing tools to create 3D animations and special effects. In the future I aim to use my free time to film and edit more content.

Programming

- In my spare time, I am constantly researching new and trending technologies to make sure I am up to date with emerging trends. I also regularly like to satisfy my curiosity for AI, Machine Learning and Data Science by frequenting the website Kaggle, completing courses and challenges on related topics.

References available upon request
