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| University Degree Cardiff university: psychology 2:2 | Academy Stream SDET |

## Summary

In September last year Nicolas travelled to New Zealand to begin a course with NOLS, the National Outdoor Leadership School. For three months he learnt how to lead expeditions, developing his leadership style, as well as learning active followership, becoming a great team player. Afterwards Nicolas decided to explore his interest in programming, which brought him to where he is today, a consultant with Sparta Global. With experience in Python, JavaScript, Ruby, HTML and CSS, Nicolas looks forward to continuing his education in the Engineering Stream with Sparta.

## Academy Experience

#### *Business Skills*

Description: *Description: Continuous development that explores the world of business and projects therein. A focus on understanding their role within organisations and communicating effectively with the people around them.*

Skills: Effective communication including emailing and reporting, networking and building relationships, negotiation, project life-cycles, development life-cycles, time and task management, stakeholder analysis/management and presentation skills.

#### *Software Testing*

Description: *Spartans are pushed to become diverse testers with a wide breadth of competencies across traditional and modern projects in real world scenarios.*

Skills: Developing and managing test cases and strategies, test design, structured exploratory/session/risk/functional/usability/performance based testing, black box/white box techniques, JMeter, defect management, root cause analysis, Jira & Confluence.

#### *Automation*

Description: *Combining a testers mind with a developers’ skill-set, this is not just theory - labs and drills are run regularly on real life projects to build confidence ready for work on client-site.*

Skills: Cucumber, Capybara, Watir, Gherkin, Selenium Web-driver IDE, BDD, TDD, specification by example, RSpec, SBE, features and scenarios, writing features, page and data models, page objects.

#### *Web Technology*

Description: *A mixture of fundamental to advanced skills where they learn to develop websites and test them using a wide range of* *technologies within self-generated projects.*

Skills: BASH, HTML & CSS, JSON, XML, JavaScript, debugging and tools, Text Editors, Web Inspectors, Git and Github, Fundamentals of Testing, RESTful APIs, information architecture, accessibility, Responsive CSS, CSS Frameworks, The DOM, JQuery, AJAX.

#### *Agile*

Description: *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.

#### *Ruby and databases*

Description:  *As a second language taught at the academy, ruby is perfect to assure your automation framework will be utilised optimally.*

Skills: Relationships and modelling, functions, classes and objects, building web apps, Sinatra, ERB Templates, Rails, Routing, validations, relationships, authentication, asset pipeline, advanced relationships and nested resources, Heroku, database interaction, SQL, MongoDB.

## Academy Projects

#### *Project 1 - Bomberman vs crates - web platformer*

#### *Description:*

Bomberman VS Crates was developed using Javascript (jQuery), HTML and CSS. The map was created using an array which assigned div’s classes based on the type of blocks they were: Grass, Crate or Metal. The aim of the game was to break as many crates in 15 seconds as you could. A second player then tried to beat that score. The game used user input to move the character around the map and destroy crates. JavaScript logic was used to track where the user was on the map and stop them moving if they hit a crate or a metal block. The method used for the development of the game was agile, which was broken down into two two-day sprints. This aided Nicolas to create a minimum viable product by the end of the first sprint by implementing the most important features stated by user stories, while then focusing on other features for the second sprint.

#### *project 2 - Rails Web booking app*

#### *Description:*

The backend of the booking app was created using Ruby on Rails. HTML, CSS and Javascript were used for the front end. The app was designed for use by Sparta Global in their Richmond Offices. The groups were made up of three people each and GitHub was used to merge test work. The biggest challenges were learning how to use the Rails helpers, learning how to link all the folders together and learning how to correctly resolve merge conflicts on GitHub. The method used for the development of the app was agile, which was split into two two-day sprints. The aided us in creating a useable product by Wednesday, while then focusing on making it intuitive on the second sprint.

#### *project 3 - automated testing for full stack nasa neo web app*

#### *Description:*

The app was developed in Ruby using Sinatra. The first half of the project involved calling NASAs Near Earth Objects API and displaying the information. It also involved setting up a resource of our choice, using CRUD and setting up Restful Routes. The second half of the project was to set up test automation. This involved creating Unit tests, Integration tests and User Interface tests. The Unit tests and Integration tests used the RSpec framework. The Unit tests tested that the RESTful routes worked as intended. The Integration tests tested that the NEO APIs were displaying the right information. The User Interface tests made sure the website worked as intended from a users point of view. The UI tests used Cucumber.

#### *project 4 - Codebar ui automation testing*

#### *Description:*

This project involved forking Codebar’s website and exploring their code in order to evaluate what their test coverage was and what UI testing could still be done. Once this was established, a test plan was put together which included Sprint planning, User Journeys, Risks and the Tools we used. Tests were written in Ruby using Cucumber. A Page Object Model was used to organise the code, with each page having it’s own file and class. 88 difference Scenarios were written which equate to 88 different user journeys, with 343 steps to complete the journeys. A pull request was sent to Codebar once the project was completed, and the team are currently in collaboration with them about how to best integrate the tests into their code.

## Employment History

#### *Potpourri cafe/ supervisor-barista / 12/16 – 07/17*

#### *Talbot Hotel / FOH/ 08/15 – 02/16*

#### *Starbucks / Barista/ 06/14 – 12/14*

## Education

#### *Cardiff University/ Psychology with applied statistics / 09/12 – 06/15*

###### Modules:

###### 1st Year: Introduction to Psychology, Psychological Research, Social Psychology 1, Biological Psychology, Language and Memory, Research Methods in Psychology.

###### 2nd Year: Social Psychology 2, Developmental Psychology, Abnormal and Clinical Psychology, Perception, Attention and Action, Emotion and Consciousness, Psychological Research Skills.

###### 3rd Year: Forensic Psychology, Animal Learning and Cognition, Decision Making, Environmental Psychology, Emotion: Social and Neuroscience Perspectives, Developmental Psychopathology in Childhood and Adolescence.

Final Project: The Fate of Redundant Cues in Human Causal Learning

For this project Nicolas was aided by one of the world leading experts in Animal Psychology, John Pearce. The study aimed to research the difference between animals and humans about how they learn from redundant cues. Redundant cues are stimuli that do not aid the applicant in making a decision. For example, if you ate an apple and got ill, and then ate an apple while also eating an orange, if you asked the applicant if the orange made them ill they would say no. The study showed that animals and humans reacted differently to these cues. Animal would avoid the orange thereby rating it high as stimulus that could make them ill, while humans would rate them low. This was equated to humans having higher cognitive functions, while animals rely on their survival instincts.

## Certifications

#### ISTQB Certified Tester Foundation Level

#### Certificate of completion / the compete javascript course: build a real-world project

#### certificate of completion / python and django full stack web developer bootcamp

#### drivers licence

## Hobbies/extra Curricular activities

President - Psychology Society

Nicolas headed a committee of ten students in his final year at Cardiff. His roles included putting on Academic talks, creating social events for students to attend and supporting local charities. His proudest achievement as President was hosting the first Psychology Ball at Cardiff University, an event which sold out and started a new tradition in Psychology.

Hiking

Nicolas has always been a keen hiker, having walked the Nepalese trail in Nepal, trekked around Mt Blanc, walked over glaciers in Alaska, hiking through deserts in Texas and most recently, tramping around New Zealand. In New Zealand Nicolas got to take his interest to a new level being certified as a Leave No Trace instructor and becoming confident in his expedition leading skills.