

# Rhydian Jenkins

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## Personal Profile

Committed and driven Computer Science PhD graduate with an understanding of a variety of software and computing aspects. Experienced with working in groups and alone using a wide range of technologies including modern TypeScript and JavaScript (Vue, Next, and Svelte), MVC Frameworks (Symfony/Zend/Laminas), Docker, and Java applications.

Passionate about learning, and familiar working in Windows and Linux environments, Containers, Virtual Machines and shells. Strives for a principle first approach when learning, combined with a passion to engage in any challenge with a 'can-do' attitude.

## Skills

- Infrastructure and DevOps (Docker, Kubernetes, Git, GCP)
- Front end - Vue, React, Svelte(Kit), Next, Nuxt, Vite
- Back end - Symfony/Zend/Laminas MVC
- Package management and build tools (npm, Composer, Docker-compose, Maven, Make, ...)
- Public speaking while presenting work at various conferences

## Experience

<b>BaseKit</b> Apr 2022–present	<b>Full Stack Developer</b> Worked on a large DIY eCommerce site builder for individual and white label customers. Responsible for maintaining large legacy systems as well as developing new features with the latest standards. <b>Responsibilities:</b> <ul style="list-style-type: none"><li>• Front end development with React TS</li><li>• Back end development with Symfony Micro PHP</li></ul>
<b>WCBS</b> Jan 2021–Apr 2022	<b>Full Stack Developer</b> Part of an agile team working remotely to develop a modern cloud native Management Information System (MIS) solution for a number of schools, delivering frequent (2x weekly) releases on high standard product requirements. Operated using a broad tech stack, including Vue2 and Vue3, Symfony, Redis, Kubernetes, Docker, and GitHub. <b>Responsibilities:</b> <ul style="list-style-type: none"><li>• Develop a Vue.js app in the TypeScript and JavaScript</li><li>• Develop a RESTful API in Symfony</li><li>• Ensuring code quality through Jest/PHPUnit tests and code review</li><li>• Deploying releases through the various environments</li><li>• CI/CD through GitHub and Jenkins</li><li>• DevOps through the GCP, Kubernetes, and Docker</li><li>• Database and entity management through Doctrine ORM</li></ul>

<b>Aberystwyth University</b> 2017–2021	<b>University Tutor</b> Tutored Computer Science university students in a variety of different computer science contexts.  <b>Responsibilities:</b> <ul style="list-style-type: none"> <li>• Running workshops, lectures, and tuition groups with undergraduate students</li> <li>• Hosting advisory sessions to help students through a wide range of problems</li> <li>• One-to-one teaching</li> <li>• Grading and supplying feedback to assignments and coursework</li> </ul>
<b>Lexis Nexis Risk Solutions</b> May - Dec 2016	<b>PHP Software Engineer</b> Operated with a team of developers/testers to implement industry quality software through a Zend Framework. Responsible for pushing code to a Jenkins CI server, and ensuring code quality through custom codesniffers and unit/integration tests.  <b>Responsibilities:</b> <ul style="list-style-type: none"> <li>• Working in an Agile team delivering user stories through sprints</li> <li>• Peer reviewing code</li> <li>• Developing features involving both front-end and back-end aspects</li> <li>• Writing PHPUnit tests</li> </ul>

## Education

<b>Aberystwyth University</b> 2017–2021	<b>PhD Topological Mapping Swarm Robotics</b> Worked on novel solutions for the topological multi-agent SLAM problem, using a swarm of agents to map out an environment. Involved with writing ROS modules to achieve challenging tasks in languages such as C++, Java, and Python.  <b>Responsibilities:</b> <ul style="list-style-type: none"> <li>• Developing a simulator for robotic operations</li> <li>• Innovating novel ideas to solve challenging problems</li> <li>• Communicating technical work for both short term and long term reports</li> <li>• Self managing time and effort</li> </ul>
<b>Aberystwyth University</b> 2014–2016	<b>BSc Computer Science</b> During the degree, a wide range of technologies were studied which are still utilised today.  <b>Modules:</b> <ul style="list-style-type: none"> <li>• Web programming</li> <li>• Java, C, and C++ programming paradigms</li> <li>• Software development lifecycle</li> <li>• Human computer interface and human computer interaction</li> <li>• Agile methodologies</li> <li>• Advanced computer graphics</li> <li>• Ubiquitous computing</li> <li>• Space robotics</li> <li>• Professional issues in the computing industry</li> </ul>
<b>NPTC College</b> 2012–2014	<b>A Levels</b> Computing, Computer Graphics, and Electircal Engineering.

## Personal Details

- Enthusiast that enjoys experimenting with new and emerging technologies with a keen interested eye on the future of the industry.
- Experience with using ROS to control robots in simulation and real world application.
- Interests include rugby, personal fitness, and video games.

- Friendly and approachable personality, with confidence to ask questions and collaborate with others.
- Full UK driving licence.