

Rhydian Jenkins

 LinkedIn
 GitHub
 07384 629 336
 Rhydz@msn.com

Giants Grave Road
Briton Ferry
Neath
SA11 2LS

Personal Profile

Committed and driven Computer Science PhD Student with an understanding of many programming and computing aspects; with experience working in a group and alone on multiple challenging tasks using a wide range of languages including the web stack (PHP7, HTML5, MySQL, JQuery), MVC Frameworks (Zend/Laminas), \LaTeX , and Java applications.

I am familiar with Windows and Linux environments, Virtual Machines, and text based shells.

Skills

- Infrastructure and Workflow (Scrum, Docker, Git)
- Full LAMP Stack
- Zend/Laminas MVC
- Build tools (Composer, Docker-compose, Maven, Ant, Make)
- Public speaking while presenting work at various conferences

History

**Aberystwyth
University**
2017–2021

PhD Topological Mapping Swarm Robotics

Worked on novel solutions for the topological multi-agent SLAM problem, using a swarm of agents to try and map out an environment.

Responsibilities:

- Developing a simulator for robotic operations
- Innovating novel ideas to solve challenging problems
- Communicating technical work for both short term and long term reports
- Self managing time and effort

**Lexis Nexis
Risk
Solutions**
2016

PHP Software Engineer

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.

Responsibilities:

- Working in an Agile team delivering user stories through sprints
- Peer reviewing code
- Developing features involving both front-end and back-end aspects
- Writing PHPUnit tests

**Aberystwyth
University**
2014–2016

BSc Computer Science (2:1)

I extremely enjoyed my degree, which semented my love of computer science. During my degree, I leanred a wide range of technologies which I still use today.

Modules:

- Web programming
- Java, C, and C++ programming paradigms
- Software development lifecycle
- Human computer interface and human computer interaction
- Agile methodologies
- Advanced computer graphics
- Ubiquitous computing
- Space robotics
- Professional issues in the computing industry

**NTPC
College**
2012–2014

A Levels

Studied Computing, Computer Graphics, and Electircal Engineering.

Personal Details

- Enjoys experimenting with emerging technologies
- Experience with using ROS to control robots for personal learning
- Full UK driving licence
- Interests include Rugby, Personal Fitness, Video Games
- Extrovert