Rhydian Jenkins

in LinkedIn

GitHub

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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.

Familiar with Windows and Linux environments, Virtual Machines, and text based shells.

Skills

- Infastructure 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 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

Aberystwyth University 2017–2021

University Tutor

Tutored Computer Science undergraduate students in a variety of different contexts.

Responsibilities:

- Running workshops, lectures, and tuition groups with undergraduate students
- Hosting advisory sessions to help students through a wide range of problems
- One-to-one teaching
- Grading and supplying feedback to assignments and coursework

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)

During the degree, a wide range of technologies were studied which are still utilised 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

 $\begin{array}{c} \textbf{NTPC} \\ \textbf{College} \\ 2012-2014 \end{array}$

A Levels

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
- \bullet Interests include rugby, personal fitness, and video games
- Friendly and approachable personality