



CONTACT



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PROFESSIONAL QUALIFICATIONS

Certified Scrum Master Feb 2022
Scrum Alliance

Hobbies

Gardening
Illustration
Skateboarding
Sewing & Embroidery
Code Meetups - PHP SW

EDUCATION

BSc(Hons) Psychology 2:1
University of the West of England 2013

A-Levels:

- English Language
- Psychology
- History
- ICT

Shrewsbury Sixth Form College 2008

JOB HISTORY

IT Assistant Support Analyst **University of the West of England** **Bristol** **11/2021 - 01/2022**

Initially enabling users to gain access to their accounts with password and MFA resets, I then adapted to assist with additional issues.

Case Manager

Enacted skill, care, and diligence processing clients' mortgage documents; which were uploaded to lenders once satisfied with them.

Sales Assistant

Utilised knowledge of the brand and its products to enhance KPIs, and, through a client-centric approach, identified suitable products from new and old lines.

Various Roles

Progressed through increasing responsibilities and specialisations from property admin to complaint handler. Gained successes and experience making myself available for new opportunities to gain and apply knowledge.

FULL STACK SOFTWARE DEVELOPER

I am a highly motivated individual looking for my first full stack developer role, with a particular interest in back-end technologies.

I enjoy being mentally challenged by my work, especially problem solving, and I carry that same notion into my hobby of creating and designing garments; both, of which, require rigorous planning and accuracy.

The closer coupling of data and technology to our living environment inspires me to have a greater understanding of, and aptitude with, the underlying tools of this trade.

PROJECTS

I am in the process of finalising a software development course at iO Academy, where I have been working on projects both individually and as part of a scrum team. Below are a selection of these projects and links to their repositories.

WORD NERD - JAVASCRIPT GAME

We built, with myself as Scrum Master, a version of the popular game 'Wordle'. Following an agreed branching strategy for version control, we split tasks between groups of two. We enabled the use of one's keyboard, or onscreen keypad, using JS event handlers to manipulate the DOM. To protect from malicious users, we sanitised and validated the input. For a sequential word to be unique, I created a cookie to store the game data; that way, the game would refresh until the generated word was different to it. We were able to complete all of our agreed upon stories and definitions of done.

JOB LISTING - JAVASCRIPT REACT

We fetched JSON data from an API into a React project in order to make a job listing site. By having an agreed upon component structure and branching strategy we could anticipate bottlenecks and merge conflicts, as well as where the appropriate hooks, useState and useEffect, were needed. For styling the site to the hi-fidelity wireframe provided in the brief, we used SASS, and set variables for repeating features. The modal layout was pair programmed by another and myself, and we combined it with the open and close functionality. Our final push to the main branch met the definition of done, and we were able to allow the user to search for jobs.

DINO FINDER - PHP OBJECT ORIENTED

Importing from an SQL database through Hydrator entity, and Viewhelper patterns, being sure to adhere to the SOLID principles, we rendered out the entities as a collection page with a search function and the ability to see a single entity's details. Along with a teammate, we designed the hi-fidelity wireframe which guided the SASS styling and asset collection. I also got to refactor code for the 'next' and 'previous' buttons' functionality to work within the range of the collection, and create a PHPUnit test for it. For this project, we managed dependencies and autoloading using composer, and ,as well as making the project unit testable, we protected the input from malicious users using sanitisation and validation.