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PROFESSIONAL QUALIFICATIONS

Certified Scrum Master Feb 2022
Scrum Alliance

HOBBIESTS

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 London & Country Bath 09/2021 - 10/2021
Enacted skill, care, and diligence processing clients' mortgage documents; which were uploaded to lenders once satisfied with them.

Sales Assistant Diesel Bristol 12/2019 - 01/2020
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 Sanlam Life & Pensions UK Ltd Bristol 02/2016 - 08/2019
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. I quickly adopt new skills and processes and thrive in positions that provide challenges and opportunities for learning.
Being a developer is more than a professional desire. I want to further engage with what is becoming our future and be a part of our changing society.

PROJECTS

Throughout my training at iO Academy in Bath, I worked on projects individually and as part of a scrum team.

Below is a selection of these projects and links to their GitHub repositories.

WORD NERD - JAVASCRIPT GAME

We built a version of the popular game 'Wordle' and, following an agreed Git branching strategy for version control, we pair programmed and peer reviewed tasks. We created event listeners to cover the use of the users' keyboard and an on-screen keypad to manipulate the DOM. To protect from malicious users, we sanitised and validated the input. To ensure the word was unique when replaying the game, we 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 followed our definition of done. In addition to my development duties, I acted as Scrum Master for this project.

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. I was involved with pair programming the modal layout, which acted as a template for parsed data. 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 the entities as a collection page with a search function and the ability to see a single entity's details. As part of a programming pair, we designed the hi-fidelity wireframe that 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. As well as making the project unit testable, we protected the input from malicious users using sanitisation and validation.