

James Perrett

Software Engineer



My Profile

I'm a Software Engineer who graduated with a first class masters in Mechanical Engineering this summer. I enjoy design and problem solving and am looking to exercise my skills in a Junior Software role.

Education

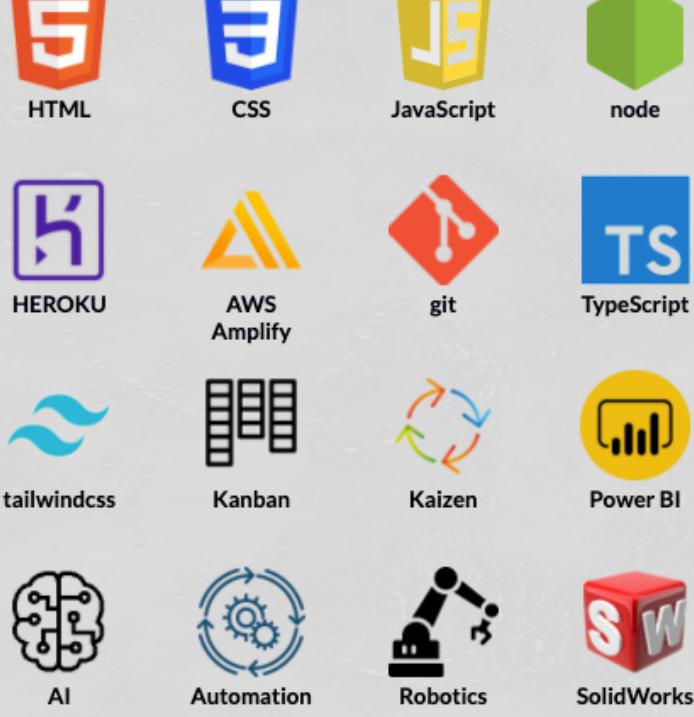
University of Birmingham Sept 16 — June 21

- MEng Mechanical Engineering Grade 1
- Received 84 in Masters project: developed a disassembly sequencing algorithm which mitigates uncertainty using Python.
- Led and engaged in several mechanical design projects, utilising CAD and other tools.

St Augustines Catholic College 09 — 16

- A Levels: AAB – Maths, Design Technology, Business Studies and Economics
- 11 GCSEs, grade A*-B: Including Maths & English

Skills



My Hobbies

- ❖ I am a England, Man City, and just football in general lover. I grew up playing youth football and currently play five-a-side every week. Each week pouring over my FPL team.
- 🎵 I enjoy music, specifically jazz, soul and funk. I play the guitar most days. In which I tend to dabble in blues and indie pop music. It's a nice pastime.
- 🎮 I used to play a lot of online games, from PC then through from PS1 to PS4. It is fun jumping into different realities with your mates. I hope that I can find time in the future to relax with a classic game. I have worked hard over the last year. During the bootcamp I used Codewars problems to pass the time as I was at home. After all I enjoy solving problems; particularly with code.

Experience

School of Code July 19 — Nov 20

- Reached 1200+ honor on Codewars 1201
- Built several full stack apps.
- Won the week 8 project utilising OAG's flights API.
- 4 week project problem statement: To create an app which allows coaches to track and spot trends in the growth of individual cohorts, bootcamps and students alike. While automating data collection and entry to aide SoC's national scale up.

Initially, we put ourselves in the shoes of our users by holding a focus group with the coaches. Multiple User Stories were created during ideation to enable a wider project vision. One priority was to architect relational databases using Postgres and TypeScript to allow automated data collection through Github API, Zoom API, Zapier and also CSV upload. On top of this, the team set up ground rules and worked in an agile manner by organising sprints every Friday and holding stand-ups and retros daily.

We utilised Jira, Trello, Figma & draw.io to organise, structure, design and storypoint our project roadmap. After four days in the planning phase we began building via pair and mob programming. First, I specialised on generating the dummy data; utilising a weighted-dynamic gaussian distribution to emulate students happiness, performance and engagement. I then developed the logic on both the back-end and front-end to package the data and display analysis via several graphs and tables. We deployed the back end to Heroku and was vital in sorting out front-end issues regarding Tailwind and CSS in general. Overall I contributed heavily into the final product; building 3 out of the 4 main pages of the app, and styling all four. I brought creativity, aesthetic design, advanced logic, React & styling technical skills. Due to the amount of data traversing in this project the extra time spent on Codewars paid dividends. Finally, this project was a great opportunity to cement Github best practises, by branching off for a new features and then creating PRs. Utilising continuous deployment fully.

Continous Improvement Engineer / JDE

Aug 19 — July 20

- I led and supported a variety of CI projects.
- Created and commisioned engineering drawings.
- Kaizen, DMAIC, SMED, Kanban, CONWIP, 5Y's, RCA methods utilised.

Contact



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Bristol, UK

