# Philip Coffey

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## About Me:

I am a computing science graduate from the university of Glasgow, with an interest in front-end web development. I have experience with modern development technologies which I have used to transform wireframes into visually appealing, user-friendly interfaces. I also have experience with and enjoy collaborating in an agile team structure.

## Proficient Technologies:

HTML, CSS (Bootstrap), JavaScript (React + Node), Figma, Git, Python, Django, SQL, Java, Kotlin, Haskell, C, C++, CesiumJS, Geoserver

## Education:

**A-level**: Erne Integrated College (2017 - 2019)

Maths: A

Technology and Design: B

(B Tech) Engineering: Distinction*

**University:** University of Glasgow (2019 - 2023)

Graduated 26/06/2023 with a BSc Honours in Computing Science

Honours of the Second Class (Division i)

with Specialism in Human Computer Interaction

## Projects:

**Military Grid Reference System:**

As part of a 3rd-year project, I Developed a web application on behalf of the aerospace company ‘Thales’ in a team of 4 developers. I mainly focused on developing the front end of the application in the form of implementing shape drawing functionality as well as building the UI for controlling the map overlays. This project was Implemented using the JavaScript library CesuimJS.

Within the team I acted as the chair for our regular for our regular sprint reviews with our customer. We also developed a CI/CD Pipeline for testing our code. This project gave me an appreciation for the benefits of an agile team structure and as the chair, gave me an opportunity to greatly improve my communication skills.

My teammates presentation of the app: https://www.youtube.com/watch?v=xKLrNE7hxhU

**Resolvable Block Design Constructor:**

In my final year, I developed a web application to compute and demonstrate the steps to construct a Resolvable block design of some given parameters. This application was implemented in Django and was later hosted on Heroku. This project taught me a great deal about the importance of utilizing tools like Figma to create a wireframe to aid visualizing the final goal of the development process. I wrote a dissertation about this project which mainly focused on the underlying math.

Application: https://resolvable-bd-constructor.herokuapp.com/

Repository: https://github.com/Philip748/Resolvable-block-design-constructor

Dissertation: https://drive.google.com/file/d/1aO8Pwy1XE-nK2IuYpWvuM4CzHX-I-DOW/view?pli=1

**Sudoku React App:**

After graduation I felt as though there where some gaps in my development skills specifically a lack of experience with modern frameworks such as react. This motivated me to start a project which would give me the opportunity to learn not only how to use react, but also gave me experience with a more practical project as opposed to the academic projects I had been working on up until this point. I later hosted the application on Heroku which allowed me to easily test the CSS on a variety of devices. This project not only taught me a lot about developing with react, but also made me greatly improve my CSS skills so the format holds no matter the device or screen size.

Application: https://sudoku-react-application-95df4e0d2f6d.herokuapp.com/

Repository: https://github.com/Philip748/Sudoku-Web-App

Reference Available Upon Request