

Phillip Watson

Software Engineer / Developer



Melbourne



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<https://philwatson77.github.io/legendary-system/>



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Profile

Leveraging experience in the Construction commercial industry, I am excited to transition my career into Software Engineering, and begin building digital solutions. I have excellent problem solving skills and a learning mindset.

Skills

Html/Css

JavaScript

Ruby/Ruby On Rails

ReactJs

Sintra

PostgreSql

WORK EXPERIENCE

Tic Tac Toe -simple HTML/CSS/JavaScript game I built using the key fundamentals and logic's of the languages.

Game Database -Crud application - built in Ruby on Rails. Learning about how database structures work and also a key learning using API's database's. Using those skills, I was able to make a website you could enter a name of a game and it would then generate the cover art for you.

Crash Mob- Group project - React/Ruby on Rails
We designed a Dungeons and Dragons character builder sheet, where you can input the data you want and then have a virtual character sheet created on the input data you provided.

Working in a team was great because if you did get stuck and couldn't work some thing out you had other's to ask and they could ask you if they required help.

Portfolio Website - I decided to make my latest project my portfolio website to get a better understanding of HTML/CSS JavaScript.

Construction Work Jan 2008 - Feb 2022

Various Construction Company's

During my years in Construction i managed to pick up a lot of different skills in building and operating machinery. I also pick up a lot of good work habits such as good communication skills with my other workers and bosses to relay what needs to happen when and why. I have also developed a great work mentality to where i will always try my hardest to get the job done no matter how big the task may seem at the time. I would never shy away from a challenge because i always want to learn from anything i don't know at the time.

EDUCATION HISTORY

Software Engineering / Development

General Assembly

Graduated from General Assembly in Software Development in the year 2022. During my time at General Assembly i have studied 500 hours of Software Engineering instruction, learning the ability to learn new coding languages, frameworks and logical problem solving skills.