

Phillip Watson

Software 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

EDUCATION HISTORY

Software Engineering / Software Development

General Assembly

Graduate 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.

WORK EXPERIENCE

Tic Tac Toe -simple HTML/CSS game

Game Database-Crud application - build in Ruby on Rails learning about how database structures work and also a key learning i using API's.

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.

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

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.