

# 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: A simple HTML/CSS/JavaScript game I built using the essential fundamentals and logic of the languages.

Game Database -Crud application - Built in Ruby on Rails. I was learning about database structures and key learning using API databases. Using those skills, I could make a website where you could enter the name of the 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 create a virtual character sheet on the input data you provided.

Working in a team was great because if you got stuck and couldn't work something out, you had others to ask, and they could ask if they required help.

Portfolio Website - I decided to make my latest project my portfolio website to understand HTML/CSS JavaScript better.

### Construction Work Jan 2008 - Feb 2022 Various Construction Company's

During my years in Construction, I picked up many different skills in building and operating machinery. I also pick up many 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 where I will always try my hardest to get the job done no matter how big the task may seem. I never shy away from a challenge because I always want to learn.

## EDUCATION HISTORY

### Software Engineering / Development

#### General Assembly

Graduated from General Assembly in Software Development in 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.