Rachael Ewins
Full-stack developer
email: rachaelewins@hotmail.com github profile: https://github.com/RaeRachael/

Personal Profile

I recently moved out of coding for scientific research, into developing code for others where long-term readability and adaptability of the code is of much greater importance. I have further developed skills in adapting to new languages, processes and frameworks as part of that change.

Work Experience and Education

Makers Academy (May 2020 to July 2020)

- Created a facebook clone in 2 weeks as part of a 4-person team using ruby on rails, tested by Rspec with Capybara, with a Postgres database. Using Agile processes and TDD. source code, deployment
- Created a new game to help learn VIM commands as part of a 6-person team in JavaScript, using express and react frameworks, tested with Jest. Using Agile processes and TDD. source code, deployment

University of Hamburg (Oct 2016 to Feb 2020)

- Using Fortran created idealized models for internal gravity waves via ray tracing.
- Simulated the interaction of internal gravity waves with background currents.
- Analysis and visualisation of Data done with MatLab

University of Oxford (2012 to 2016)

MPhys (Hons) Master of Physics – Upper Second-Class (2.i)

- Masters Project: Using Fortran implement a SOR (Successive Over-Relaxation) to find stable solutions for a system to inputted forcing
- Analysis and visualisation of Data done with MatLab

Woking 6th Form College (2010 to 2012) *Advanced Levels*

Physics (A*), Maths (A*), Further Maths (A*), Biology (A)

Personal Projects

- Terminal game written in ruby, source code
- A web version of the game written in JavaScript, playable on a touchscreen, source code and deployment
- Helping maintain open source administrate ruby gem

Languages

JavaScript, ruby, Fortran, TypeScript, C#

Other skills and interests or hobbies: Playing Go, making art with string