

Reuben Jagger

Software Developer

Contact

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Technical Profile

- Python
- React
- Node.js
- C#
- GitHub
- Visual Studio Code

Summary

I've always been interested in software and game creation, so I'm thrilled that I can now pursue my passion and start a career in technology. Through my schooling and professional experience thus far, I have really enjoyed programming! Learning several coding languages, creating and testing applications, collaborating, adopting Agile methodologies, and developing original and practical ideas has been beneficial. I've also been able to determine my place in this enormous industry. I am competent in Python and React JS and have rudimentary C# game programming skills. I'm interested in joining a junior game development team or a junior full-stack or front-end developer career.

Work History

2022-06 - 2022-12

Intern Software Developer Thrill Capital

In order to assess user distraction, Thrill Capital assigned myself and another intern the task of building a virtual environment from point cloud data for a car to be driven on.

- Developed and rendered point clouds for the Unity engine
- Created a program in Python to convert.LAS files into. PLY format
- Documented technical specifications and project testing methods for future reference
- Collaborated with an agile base development team at Thrill capital to test, develop and maintain web and desktop-based software applications.
- Kept project manager informed of milestone updates and provided detailed project reports

2021-03 - 2021 - 12

Technical Support and Advisor Aww Sales

Desk-side support services were used to deliver Tier 1 IT support to internal users who were not technically savvy.

- Defined and documented technical support best practices for Windows technologies
- Translated complex technical issues into digestible language for non-technical users
- Reviewed current hardware and software configurations and recommended modifications to increase system speed

Competencies

Python, C#, JavaScript,
Java, HTML, CSS, React,
C++.

Used Unity (Able to create
and render point clouds
and import Programs.

Skills in Virus and Malware
Prevention.

Application Development.

Basic knowledge of
React-JS and Node

Persistent and eager to
learn and apply whatever
is needed.
Agile development
approaches

Efficient time
management

Able to adapt to different
technologies and contexts

Comfortable
communicator

Education

2022-11 - Current

Postgraduate Human Potential for the Digital Economy
Tech Future Labs - Auckland

- I'm currently enrolled in a postgraduate certificate programme where I'm learning about how the digital economy interacts with and influences both businesses and our daily lives.

2022-12 - Current

Disruptive Technologies Micro-Credential
Tech Future labs - Auckland

- I'm pursuing a micro-credential as part of my continuing education in software development, where I'm learning about many forms of current and emerging technology and how it will impact society.

2022-01 - 2022-08

Certificate in Applied Digital Technology
Mission Ready - Auckland

- I earned a Level 6 NZQA qualification at Mission Ready and worked as a full-time intern there for ten weeks developing systems for actual end customers. The assignment contained requirements to swiftly pick up new abilities, work iteratively, conduct independent study, and finish

2022-01 - 2022-06

Certificate in Digital Technology Product Solutions
Mission Ready - Auckland

- I earned a Level 5 NZQA qualification in software development at Mission Ready, where I also learned about cutting-edge development techniques.

2020-01 - 2021-08

Certificate in Information Technology Essentials
ECampus Aotearoa - Otago

- overall B+ grade for the course I completed. The credential covers technical abilities such as disassembling computers and reconstructing them, installing new software, designing websites, developing media, and even dabbling in software design and development.