

Rhydian Jenkins

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Personal Profile

Committed and driven Computer Science PhD graduate with an understanding of a variety of software and computing aspects. Experienced with working in groups and alone using a wide range of technologies including modern TypeScript and JavaScript (Vue, Next, and Svelte), MVC Frameworks (Symfony/Zend/Laminas), Docker, and Java applications.

Passionate about learning, and familiar working in Windows and Linux environments, Containers, Virtual Machines and shells. Strives for a principle first approach when learning, combined with a passion to engage in any challenge with a 'can-do' attitude.

Skills

- Infrastructure and DevOps (Docker, Kubernetes, Git, GCP)
- Front end - Vue, React, Svelte(Kit), Next, Nuxt, Vite
- Back end - Symfony/Zend/Laminas MVC
- Package management and build tools (npm, Composer, Docker-compose, Maven, Make, ...)
- Public speaking while presenting work at various conferences

Experience

BaseKit
Apr
2022–present

Full Stack Developer

Accountable for developing and maintaining software for a large white label website builder monorepo. My responsibilities included working on various applications such as e-commerce, booking, and customer management solutions, as well as the website builder itself.

Responsibilities:

- Designing and implementing modern React TypeScript frontend applications utilizing MSW, RTL, Redux, and other technologies
- Building and maintaining PHP 8.2 backend applications and RESTful APIs using Symfony microkernels
- Managing and updating various large legacy applications written using a variety of technologies such as silex and backbone.js
- Implementing functional testing strategies utilizing Mocha, PHPUnit, Jest, RTL, and other tools
- Researching and developing potential machine learning solutions to enhance the product on a large DIY eCommerce site builder for individual and white label customers. Responsible for maintaining large legacy systems as well as developing new features with the latest standards.

WCBS Jan 2021–Apr 2022	Full Stack Developer Part of an agile team working remotely to develop a modern cloud native Management Information System (MIS) solution for a number of schools, delivering frequent (2x weekly) releases on high standard product requirements. Operated using a broad tech stack, including Vue2 and Vue3, Symfony, Redis, Kubernetes, Docker, and GitHub. Responsibilities: <ul style="list-style-type: none"> • Develop a Vue.js app in the TypeScript and JavaScript • Develop a RESTful API in Symfony • Ensuring code quality through Jest/PHPUnit tests and code review • Deploying releases through the various environments • CI/CD through GitHub and Jenkins • DevOps through the GCP, Kubernetes, and Docker • Database and entity management through Doctrine ORM
Aberystwyth University 2017–2021	University Tutor Tutored Computer Science university students in a variety of different computer science contexts. Responsibilities: <ul style="list-style-type: none"> • Running workshops, lectures, and tuition groups with undergraduate students • Hosting advisory sessions to help students through a wide range of problems • One-to-one teaching • Grading and supplying feedback to assignments and coursework
Lexis Nexis Risk Solutions May - Dec 2016	PHP Software Engineer Operated with a team of developers/testers to implement industry quality software through a Zend Framework. Responsible for pushing code to a Jenkins CI server, and ensuring code quality through custom codesniffers and unit/integration tests. Responsibilities: <ul style="list-style-type: none"> • Working in an Agile team delivering user stories through sprints • Peer reviewing code • Developing features involving both front-end and back-end aspects • Writing PHPUnit tests

Education

Aberystwyth University	PhD Topological Mapping Swarm Robotics Worked on novel solutions for the topological multi-agent SLAM problem, using a swarm of agents to map out an environment. Involved with writing ROS modules to achieve challenging tasks in languages such as C++, Java, and Python. Responsibilities: <ul style="list-style-type: none"> • Developing a simulator for robotic operations • Innovating novel ideas to solve challenging problems • Communicating technical work for both short term and long term reports • Self managing time and effort
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**Aberystwyth
University**

BSc Computer Science

During the degree, a wide range of technologies were studied which are still utilised today.

Modules:

- Web programming
- Java, C, and C++ programming paradigms
- Software development lifecycle
- Human computer interface and human computer interaction
- Agile methodologies
- Advanced computer graphics
- Ubiquitous computing
- Space robotics
- Professional issues in the computing industry

Personal Details

- Enthusiast that enjoys experimenting with new and emerging technologies with a keen interested eye on the future of the industry.
- Experience with using ROS to control robots in simulation and real world application.
- Interests include rugby, personal fitness, and video games.
- Friendly and approachable personality, with confidence to ask questions and collaborate with others.
- Full UK driving licence.