Samuel Chorvat

Software Engineer
Worcester, United Kingdom

Email: samchorvat@gmail.com
Mobile: +44 (0)7922096648
linkedin.com/in/samuel-chorvat-3b67b172

EDUCATION

- **MSci Computer Science; First Class Honours**   2017 - 2021
  University of Birmingham   *Birmingham, United Kingdom*

SKILLS SUMMARY

- **Languages**: C#, Java, SQL, SPARQL/RDF/OWL, JavaScript, Python, C/C++
- **Tools**: GIT, Azure Data Factory, Azure Pipelines, GitHub Actions, Docker, Kubernetes
- **Cloud**: Microsoft Azure (AZ-900 and AZ-204 certifications), DigitalOcean

WORK EXPERIENCE

- **Kainos**   Birmingham
  Software Engineer (Full-time)   *July 2021 - Present*

  Defra - Department for Environment Food and Rural Affairs (March 2023 - Present)
  - Proof of Concept project
  - Using Semantic Web and Azure

  NHS App England (September 2021 – January 2023)
  - Full stack (including Analytics) developer
  - Worked on web front-end (JavaScript - Vue.js), back-end (.NET - C), native app (Xamarin) and Analytics (ETLs, PostgreSQL, Azure Functions, AzureData Factory ...)
  - Also part of a team responsible for releasing weekly configuration patches to production
  - Presented at team and project wide knowledge share meetings

  Completed Engineering Academy (July 2021 – September 2021)

- **University of Birmingham**   Birmingham
  Teaching Associate for Software Workshop Module (Part-time)   *Sep 2019 - Mar 20*

  - Helping students with lab exercises during lab sessions and with assignments during help desk sessions.
  - Working in a team of lecturers and teaching associates.

PERSONAL PROJECTS

https://samuelchorvat.github.io/#personal-projects

- **Ashcrown**   2019 - 2023
  Cross-platform online strategy game for PC/Android/iOS
  - **Game Client**: Unity (C#)
  - **Game Server**: Java (SmartFoxServer Framework)
  - **Database**: SQL(MySQL)
  - **CI/CD Pipelines**: GitHub Actions - Pipelines for automatic build/test/deployment of the front-end to App Store/Google Play/Steam and back-end to DigitalOcean
  - **Other**: Multiple environments(localhost, Dev/Staging and Production). Certificates managed using let's encrypt. Separate virtual private networks/clouds and firewall whitelisting to secure them. In-app purchases are implemented for all platforms including server side receipt/purchase validation. "AI" implemented using adapted min-max algorithm.

- **Man In The Middle**   2019 - 2020
  Cross-platform educational puzzle game about breaking cryptography and cryptographic protocols
  - **Game Client**: Unity (C#)
  - **Other**: The game is split into two main sections.
    - Introduction to Cryptography - Introduces player to world of cryptography in form of puzzles. From simple caesar cipher to block ciphers and AES
    - Protocol Attacks - Goes over cryptographic protocols that increase in complexity as player progresses through the game and asks them to spot and exploit weaknesses in them