

Samuel Chorvat

Software Engineer
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EDUCATION

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

SKILLS SUMMARY

- **Languages:** C#, Java, SQL, SPARQL/RDF/OWL/SHACL, 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