

Bradley Cameron Pick,

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[LinkedIn Account](#) | [GitHub Account \(Portfolio\)](#) | [Website](#)

Personal Profile

Aspiring web developer graduated in an IT related subject from Birmingham City University, looking to apply himself in a professional workspace while being able to develop and hone key work-related skills. Strong understanding of CSS, JavaScript and PHP with proven ability of designing and building functioning websites and web-based products.

Achievements

Lead as well as worked well in a team

When working in a team, have had to step up as team leader, mostly regarding role delegation and collaborating and ensuring compatibility of code. As a team member, ensure communication and own personal progress towards goals/deadlines.

Rewrote the code for a website from scratch

When examining earlier code written for a website, due to the code being poorly commented and quite messy, the code was written from scratch. The general visual design of the old site was emulated, however the code itself was completely revamped and unique.

Created a mobile application (in the form of a game)

As part of the mobile and web technology module, a mobile game for iOS was produced, using techniques such as data persistence to save high scores and retrieving data from a web service and incorporating it into the gameplay. This received positive feedback from lecturers.

Experience (Technologies)

- Web- HTML, CSS, Javascript, PHP, SQL
- Integrated Developer Environments (IDEs) – Visual Studio, Eclipse, IntelliJ, XCode, MonoDevelop
- Web Server/Service – Apache), Node.js (w/ Express and MongoDB.)
- Databases – MongoDB, MySQL
- Configuration – GIT server
- Tools (Design) – UML
- Operating Systems (OS) – Windows (95, XP, Vista, 7, 8 and 10), Windows Mobile 7, iOS, Android, Linux
- (Other) Languages- C#, C++, Swift, Python, Java, Ruby
- Methodologies – Agile, Waterfall
- Networking- Switching and routing technologies for local and wide area networks (including different principles, how to ensure quality of service and reduce packet loss.) A hands-on approach managing a server.

Employment History

Web Developer, Semantic Audio Labs Ltd. (2018 – Present)

<https://alpha.faders.io/>

Key duties:

- Use a range of different web programming languages and technologies (html/PUG, JS/angular, CSS/LESS), with a focus on front-end development as well as experience with PHP to connect to the backend.
- Work with a team using modern day GIT and CMS systems, as well as dealing with issue tracking, task assignment, experience being in and running a sprint.
- Work to a brief and react based on feedback given.

Web Developer/Designer, Paragon Property Maintenance LTD (2016; July 2017-August 2017)

<http://www.paragonpropertymaintenance.co.uk/>

Key duties:

- Successfully developed a website for a client using front-end skills (a combination of HTML(5), CSS(3) and JavaScript.)
- Utilised backend PHP to create a webform which was tested using an Apache web server installed on a Windows OS.
- Tested and maintained site, responding to feedback and making changes accordingly.
- Ensure that the website is functional on a wide array of devices (mobile, PC, tablet)

Education & Qualifications

Birmingham City University 2013-2017 BSc (hons) in Computer Games Technology 2:1

Key Modules:

- Computer Systems Technology
- Computer Networks and Distributions
- Open Systems
- Mobile and Web Technology I
- Mobile and Web Technology II

Final Year Project: Exploring the use of Model Driven Development to develop a Final Year Project

Wrenn School (2006-2013)

- A-Levels- ICT, English Literature and English Language
- 14 GCSEs A - C incl. Mathematics and English

Additional Skills

Languages spoken: English, (some) Spanish

Interests

- Creating fun side projects based upon franchises and series enjoyed by myself. i.e.: fan-games.
- Playing video games, mostly those on Nintendo platforms and franchises such as Super Mario, Zelda and Pokémon. Additionally, other RPGs such as The Elder Scrolls and MMORPGs such as RuneScape.
- Film and TV- genres including fantasy, comedy and horror are preferred.