Aletha “AJ” E. Jones

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Envelope with solid fill | aletha.e.jones@gmail.com | | Receiver with solid fill | On Request |
| User network with solid fill | https://www.linkedin.com/in/Aletha-E-Jones/ | |  | https://github.com/TiredAJ |
| Building with solid fill | | Pontypridd, Wales | | |

## Profile

I am an enthusiastic 3rd year BSc Computer Science student (expecting a minimum 2:1) at the University of South Wales. With a passion for computers and programming, I am interested in pursuing a career in software development and similar positions in the technology industry.

## Education

**University of South Wales** – Treforest, Wales ***2021-Present***

*BSc Computer Science – BCS & Engineering Council Accredited, NCSC certified*

Current modules:

Computer Networks\*, Individual Project, Parallel & Concurrent Programming, Intelligent Systems, Robotics & Autonomous Systems\*.

Year 2 modules:

Databases & Data Modelling (1st), Data Structures & Algorithms With OOP (2:1), Event Driven & GUI Programming (1st), OS Concepts (1st), Professionalism & Employability (2:1), Secure Software Development (1st).

Year 1 modules:

Computer Systems Concepts (1st), C++ Programming (1st), Information Management, Assurance & Security (2.1), Mathematical Tools for Computation (3rd) and Professionalism & Employability (1st).

**Coleg Sir Gâr (Graig)** – Llanelli, Wales ***2019-2021***

A Levels: Computer Science (C), Physics (B), Geography (A)

**Ysgol Glan Y Môr** – Burry Port, Wales ***2014-2019***

GCSEs: *11 GCSEs A\*-C:*

*Welsh, Physics, ICT, Chemistry, Biology, Geography, English, Product Design, Numeracy, Maths*

## Key Skills

### Tenacity, Determination and Development

Taking feedback and constantly reflecting on how I have completed something I take as a critical component in producing the best work I possibly can. Further, with my work, I like to go as far as possible regarding included features, functionality, and refinement. I always look for new ways to do something or to advance what I have already created. For the last Event Driven coursework, I worked on a library that I believed would increase the quality of the final product (marks pending). Regarding non-technical development, I constantly reflect on my work, process and progress, thinking about improvements I can make for the next task or project. Further, I ensure I understand the feedback given to me and how I can use it to create strategies for improvement.

**Outside university curriculum**

While most of my skills are used within my academic work, I also develop them beyond the curriculum. In my spare time, I often have at least one ongoing project I am working on. I have worked a bit with graphics for the past few weeks across several projects. The first one was a graphical library that produces GUI dials. Whilst waiting to release it publicly, I have been working on a basic paint program (AJPaint) and a graphics engine (AJGraphicsEngine) using the same tools.

Work Experience

**Pembrey Airport** July 2021 – ongoing\*

Technical Support – My role is primarily to give technical aid to the airport’s Director, such as setting up the printer and troubleshooting email issues. This allows me to develop my problem-solving skills and communication further. I’ve also previously helped refuel aircraft and helped steward during an airshow.

#### USW Accommodation Aug 2022 – Sep 2022

Summer Work – During the summer, I worked in a team sorting out rooms on campus that were being rented out. The team-based nature of the work helped boost my confidence and communication skills. Due to my dependability and commitment, I was assigned more responsibilities and was put forward for extra opportunities within USW Events, such as helping out with WelcomeFest.

**Harbour View Gifts & Sweets** *May**2017 – Mar 2018*

Shop Assistant – I was primarily tasked with cleaning the displays. However, I also aided the shopkeeper in managing and organising stock.

\*On request role.

Hobbies & Interests

**PC Gaming** – Alongside an interest in software engineering, I enjoy working with computer hardware. I’ve built and upgraded a few computers over the years. They’ve primarily been for playing games like *Space Engineers* and *Satisfactory*, but it’s also what I primarily use to program at home.

**Arduino & Pi** – I’ve recently been interested in programming small devices. I’ve played with an Arduino UNO board and purchased two Pi 3B+’s. The uno I’ve used to make a custom controller for Space Engineers and the Pis I’ve used for several things such as testing .Net on arm, learning about SSH and docker.

**Programming** – I enjoy coding small personal projects in my spare time. I have quite a few small projects on my github I work on for fun, such as YippeeNessie, a mobile app for a friend that plays a sound effect and shows an image of a Nessie.

**Reading** – I’m currently finishing *Leviathan Falls* (the last book) from *The Expanse* series.

## Portfolio

#### Individual Project:

* NavGrap: <https://github.com/TiredAJ/NavGraph>
* FindARoute: <https://github.com/TiredAJ/FindARoute>
* WiFiFinder: <https://github.com/TiredAJ/WifiFinder>
* WiFiScannerLib: <https://github.com/TiredAJ/WifiScannerLib>

#### Other work:

* AJPaint\*0: <https://github.com/TiredAJ/AJPaint>
* AJGraphicsEngine\*0: <https://github.com/TiredAJ/AJGraphicsEngine> (paused due to individual project)
* VendingMachine\*­2: <https://github.com/TiredAJ/VendingMachine>
* GUI\_Dials library\*2: <https://github.com/TiredAJ/GUI_Dials>
* QuoteCalculator\*: <https://github.com/TiredAJ/CPP1-QuoteCalculator>
* TakeAwaySys\*: <https://github.com/TiredAJ/CPP2-TakeAwaySys>

\*0 Personal Projects,\* Year 1 work, \*2 Year 2 work

References given on request.