David Butterworth

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Personal Statement

I am currently a full-time Senior Technical Developer and Team Lead for one of the UK's largest software companies situated in Newcastle upon Tyne after graduating from Northumbria University with First Class Honours in Computer Science with Games Development. My current role primarily specialises in building and maintaining pseudo-machine learning projects for back-end data automation in a Software as a Service product using a Prolog driven tech stack. My secondary role is undertaken within a separate team with a focus on ASP .NET development.

I see myself as a very hard-working individual that works well when under pressure, both individually and as part of a collective. During my time in industry I have demonstrated my existing skills and desire to learn well enough to reach a senior level in the Prolog stack within 15 months, and have progressed both my soft & technical skills rapidly to exceed expectations in my role.

I am polite, punctual, and will always perform with a burning passion. I push myself to always think critically and am continuously eager to learn more.

Selected Experience

SEPTEMBER 2021 - PRESENT

CloudTrade -> Advanced, Newcastle upon Tyne - Senior Technical Developer

- Continuation of the Technical Developer responsibilities found below
- Project management
- Project design/development
- Delivering time-sensitive code for high-profile businesses/clients
- Developing bespoke projects/solutions to meet stakeholder's requirements/scope
- Managing outsourced programming teams
- Training and mentoring junior staff
- Personal development to learn skills in aid of the company
- Production of documentation

JUNE 2020 - SEPTEMBER 2021

CloudTrade, Newcastle upon Tyne - Technical Developer

- Handling high volumes of issues that require code to be adapted
- Writing original code based on supplier specifications
- Writing adaptable code for set up and maintenance
- Editing customer processing environments
- Adhering to strict project timelines and customer SLA's

- Working independently to implement complex logic within strict time scales
- Working as part of a team to achieve company goals
- Handling customer enquires/complaints
- Adhering to company coding standards
- Adhering to company version control practices
- Performing methodical and comprehensive testing
- Creating and analysing transaction reports
- Working with backend systems
- Vigilant alert monitoring

Education

SEPTEMBER 2017 - JUNE 2020

Northumbria University, Newcastle upon Tyne

Computer Science with Games Development - First Class Honours

SEPTEMBER 2015 - JUNE 2017

Carlisle College, Carlisle

BTEC Level 3 Extended Diploma in Gaming IT - Triple Distinction* / 3 A*

SEPTEMBER 2005 - JUNE 2010

St Aidan's County Highschool / Richard Rose Central Academy, Carlisle

English: C, B
Maths: B
Science: A* A
History: B
Business Studies: B
German Language: C
Geography: C

Skills

- PROLOG
- C# (Unity, ASP. NET, Entity Framework)
- C++
- Java
- HTML5
- CSS(Core, Bootstrap)
- SQL (SQL Server, SSMS)
- JavaScript (Node, ES6)
- Unreal 4 Engine
- Unity Engine
- MS Office
- Strong independent and team worker
- Excellent verbal and written communication skills
- Exceptional organisational skills

Projects

My personal work can be found either in my portfolio at https://tryxis.github.io/portfolio/ or accessed directly through Github at https://github.com/Tryxis

Prior academic projects:
- 2D RPG using Game Maker Studio (2016, Game Designer and Gameplay Programmer)
- 3D 6-player FPS using Unity (2016, Game Designer)
- 3D Survival horror game in Unreal (2018, Game Designer)
- Isometric shooter using custom DirectX engine (2019, Game Designer and Gameplay Programmer)
- Random dungeon environment generation using Unity (2020) – Dissertation Project
- Side scrolling combat platformer using Unreal 4 (2020) – Group Project / Interaction and AI Programmer
- Northumbria GameJam (2020, Game Designer, Gameplay Programmer)

Personal Interests

I'm an avid hobbyist, enjoying music, film, video games, literature, and technology. I like to pursue all interests with vigor, by such means as taking up the guitar, developing my own software and games, and building PCs. My undergraduate is in Computer Science with Computer Games Development, so following technology and its trends and understanding both the technical and business side of things is what I really strive for.

References are available upon request.