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Henry D
Mobile: ***Available on request***

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Education

Royal Holloway, University of London:	**Sept 2013 – June 2016**

Computer Science BSc (Hons) **–** Achieved a **2.1**
<u>Final Year Project</u>**:** Optimisation Metaheuristic – Studied various metaheuristic approaches and implemented them for various optimisation problems.

City of London Academy:	**Sept 2010 – July 2012**

A-Levels: Information Technology, Mathematics, Economics

Technical Skills

Programming/Projects Experience:
- Adept user of **Java** having used it to create applications such as: '**Game of Life', 'Towers of Hanoi',** and a **3D Battleships Game** that is played through the Bash Shell. Likewise, an online database that is ran on the command line.
- Used **Java** in **Lego Mindstorm** with **NXT** to build and program a robot which moves freely on a table.
- Developed rendition of retro games in **C#,** using **Microsoft Visual Studio** on **XNA framework.**
- Built a webpage for a fictional furniture company with **HTML**, **CSS** using **JavaScript** for client side scripting and **PHP** on server side. **PostgreSQL** was used as the Relational Database Management System language.
- Developed a Reversed Polish Calculator with **TDD** in Eclipse IDE, using **JUnit Test Cases**.
- Ethical Hacking using **shell scripting** to exploit the software vulnerabilities in programs through language features and poor programming practice (Buffer Overflow).
- System Programming in **C**, handling memory management, interrupts, sockets and basic threading.
- Machine Learning using **R,** by implementing basic versions of several machine-learning algorithms.

Team Technical Skill:
- Created an automated Café system in a group of 7 with a 12-week time frame using **JAVA** and **SQL** for backend data. This project simulates a working environment as we used **Agile** methodology for the project. Used various tools alongside the project such as **SVN** and **TDD**.

Work Experience

Futureproof: Full Stack Developer Trainee	**Feb 2023 – Aug 2023**

- Covering Core Programming principles, Cyber Security, System Architecture and principle of Data Science.
- Built applications covering the main areas of web development, including **JavaScript, Express, React, TDD (Jest), HTML/CSS, SQL, Mongo,** and **Python**. These include:
  - Journal website - users can post anything anonymously and attach a giphy (using their API endpoints). Backend data is sent and stored in a .json file (no database).
  - Habit tracker application - users have to create an account, to keep track of their personalised daily habits. Implemented jwt, and bcrypt for hashing users password to store in MongoDB.
  - Quiz War – Using web sockets for limited online players in a game. Making use of Open Trivia DB API, React, and PostgreSQL for storing the users information.
- Collaborative group projects, using Agile methodology and Test Driven Development.

Woven: Team Leader/Customer Relation – Selfridges	**May 2021 – Sept 2023**

- Established strong customer relationships and maintained records using AWS and Salesforce (CRM).
- Coordinated resolution of high-value goods rejections with senior management and operations manager.
- Developed, monitored and reported on advisors' KPIs. Conducted frequent performance reviews and goal setting sessions with team members.
- Aligned department strategies with institutional objectives through collaboration with various stakeholders.

Google: Online Publishing Group – EMEA (Summer Intern)	**June 2015 – Aug 2015**

- Working with large volumes of data to **profile and segment the gaming industry** as my main project.
- Researching and using various dashboards/tools that provides an in-depth insight of the current gaming industry, and highlighting its core trends.
- Created a **methodology** that distinguishes game developers and publishers, to indicate their impact within the eco system of Google Play and iOS Store.
- Analysing and documenting the **internal structure** of emerging markets EMEA mobile team. Presenting my finding to help decide if they need to restructure their team.
- **App development** using **Android Studio** to develop a basic quiz game and implementing Google AD products for training within the team.

Extra-Curricular Activities

2020-2024: Private tutoring GCSE mathematics.
2020-2021: Udemy course on **Swift (iOS) Development** on **xCode** and built various apps.