


SUMMARY

Driven and motivated self-starter with a history of delivering high quality software projects through inception to release. Experience leading international teams of remote developers from a young age. Calm demeanour with a passion for work either alone or in a team. Always looking to improve.

CONTACT

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Croatia / UK



AREAS OF EXPERTISE



Project Management



Software Development



Documentation



Product Specification

KORBEN MABBS

SOFTWARE ENGINEER

ACCOMPLISHMENTS

- Solely responsible for the development of an industry leading casino asset management product.
- Refactoring of high-performance computer-vision based roulette wheel recognition software written in C++.
- Development of an online game and community with ~2,000 total users.
- 2nd place in the ASPIRE Business Startup Journey Finals (2023).

EXPERIENCE

CONTRACT SOFTWARE DEVELOPER – CAMMEGH LTD, BETHERSDEN

(2022 - Present)

Responsible for researching new technologies and producing several key speculative products for the company on a self-employed basis while I complete my studies at university.

- Responsible for delivering several innovative casino management projects.
- Developed a new ecosystem for Jackpot management from the ground up, extrapolating both software requirements and network architecture for the system.
- Researching 2d and 3d computer graphics technologies.
- Took initiative on producing a project plan and architecture to upgrade the company's proprietary display technology coordinated across multiple departments.

JUNIOR DEVELOPER - CAMMEGH LTD, BETHERSDEN

(2021-2022)

Far exceeded the company's expectations of a university placement student and was promoted into taking full leadership of the company's new flagship casino asset management software under the direct supervision of the company's head of Research and Development.

- Produced all relevant project documentation, user manuals and presented the status of the project to the managing director and upper management frequently.
- Full stack web development using asp.net core, razor pages, HTML, CSS and JavaScript.
- Developed custom network code for high performance, low latency real-time data transmission from casino equipment.
- Coordinating interdepartmentally to gather complex requirements for the newly developed software.
- Responsible for leading all testing efforts of the software, including liaising with an external testing company, and managing internal testing personnel.
- Responsible for liaising with external software contractors to integrate several products into Cammegh's software ecosystem.
- Producing and presenting project status reports, user manuals product specification sheets and more.

EDUCATION



UNIVERSITY OF KENT

Predicted 1st class
Computer Science with A
Year in Industry (BSc
Hons.)

2023



THE KING'S SCHOOL, CANTERBURY

3 A-Levels, 9 IGCSEs
2019

LANGUAGES



ENGLISH

Native



GERMAN

Professional Working



FRENCH

Professional Working



SPANISH

Limited Working



LATIN

Elementary



CROATIAN

Elementary

REFERENCES



ROBERT DRAKE

Director of Research and
Development, Hochiki
Europe Limited
robert@dtwins.co.uk



DAVID WATERSON

Senior Tutor, School of
Computing, University of
Kent

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PEER TUTOR – UNIVERSITY OF KENT, CANTERBURY

(2020-2021)

Responsible for assisting first-year students in their Java classwork

- Providing 1:1 advice for students experiencing issues completing the classwork.
- Explaining complex programming topics in an understandable way.

FREELANCE PROGRAMMER / GRAPHIC DESIGNER

(2016-2021)

Hired by private clients to assist in game development projects while I was studying. Responsible for requirements gathering, development, and frequently managing small development teams.

- Consulting for small open-source projects to set developmental targets and manage international teams of remote developers / volunteers.
- Producing sprite packs for games, and implementing the behaviour of said items.
- Dividing up workloads between small teams of programmers, map designers and artists.
- Dealing with complaints procedures and mediating internal disputes between staff members, and disputes between other players and staff members.
- Social media management and advertising the game projects.
- Organising meetings across several time zones and ensuring records were kept. Reporting on project and team status to the client.

SKILLS

PROGRAMMING LANGUAGES

ASP.net / C#

JavaScript

Java

C++

Python

INTERPERSONAL SKILLS

Teamwork

Organisation

Detail Orientation

Public Speaking

Innovative

COMPUTER SKILLS

Git

RESTful API Development

MQTT API Development

CAD / Image Manipulation

UNIX

Microsoft Office (Word, Powerpoint, Excel)

Network Programming

MySQL

Embedded C++

Computer Vision (OpenCV)