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| University Degree Mathematics(Bsc) – 1ST | Academy Stream technical stream |

## Summary

Yinka is a committed and motivated consultant who has developed a high level of technical knowledge working to provide business solution. With his experience with Mathematics he has displayed an excellent ability to grasp complicated concepts and apply them effectively.

He utilises his communication effectively to seamlessly integrate into a diverse team, ensuring he adapts appropriately to different personalitie. From his experience working as a Reporting Analyst within the insurance industry he gained exposure to unseen real-world problems and was able to take the initiative in making appropriate modelling approximations and formalising word problems while also working with a clear commercial awareness to ensure he succeeds in exceeding business standards.

## Skills

* C++ and Python Programming
* MySQL
* LaTeX and MS Office Suite
* Excel Visual Basic for Applications (VBA)
* Data Analysis

## Academy Experience

#### Business Skills

A continuous development that explores the world of business and projects therein. A focus on understanding their role within organisations and communicating effectively with the people around them.

Skills: Effective communication, networking, negotiation, project life-cycles, development life-cycles, time and task management, stakeholder analysis/management, memory techniques, network diagrams, WBS and dependencies, presentation skills.

#### Software Testing

Spartans are pushed to become diverse testers with a wide breadth of competencies across traditional and modern projects in real world scenarios.

Skills: Developing and managing test cases and strategies, test design, structured exploratory / session / risk / functional / usability / performance based testing, black box/white box techniques, JMeter, defect management, root cause analysis, Jira.

#### Automation

Combining a testers mind with a developers’ skill-set, this is not just theory - labs and drills are run regularly on real life projects to build confidence ready for work on client-site.

Skills: Cucumber, Capybara, Gherkin, Selenium Web-driver IDE, BDD, TDD, specification by example, RSpec, SBE, features and scenarios, writing features, page and data models, page objects.

#### Web Technology

A mixture of fundamental to advanced skills where they learn to develop websites and test them using a wide range of technologies within self-generated projects.

Skills: BASH, HTML & CSS, JSON, XML, JavaScript, debugging and tools, Text Editors, Web Inspectors, Git and Github, Fundamentals of Testing, RESTful APIs, information architecture, accessibility, Responsive CSS, CSS Frameworks, The DOM, JQuery, AJAX.

#### Agile

Practiced continually throughout the academy, the mind-set, ceremonies, and continuous integration creates a highly knowledgeable agile expert.

Skills: Scrum, user stories, personas, acceptance criteria, backlog and estimation, retrospectives, stand-ups, Kanban, agile tooling, continuous delivery, extreme programming.

#### Ruby and databases

As a second language taught at the academy, Ruby is perfect to assure your automation framework will be utilised optimally.

Skills: Relationships and modelling, functions, classes and objects, building web apps, Sinatra, ERB Templates, Rails, Routing, validations, relationships, authentication, asset pipeline, advanced relationships and nested resources, Heroku, database interaction, SQL.

## Academy Projects

**DUCKHUNT** - WEB-BASED GAME PROJECT:

Yinka was tasked with creating a web-based game using HTML, CSS and JavaScript (including jQuery) within one week. Yinka opted to recreate the classic 1980’s NES game Duck-Hunt. To successfully accomplish this Yinka exercised the agile methodology by dividing the project into two sprints with the goal of delivering a Minimum Viable Product (MVP) by the end of the first sprint and extending the functionalities during the second sprint. The MVP was successfully delivered in time which included this basic point and click functionality of the game with a scoring system to keep track of the progression. In the second sprint, extensions were introduced to the game in the form of multiple waves which tracked the players accumulated point and increased the difficulty proportionately. Improvements were then made to the styling to include more fluid animations, design and sounds unique to Duck-Hunt to further bring the game to life. During this project Yinka demonstrated successful planning, design, implementation and testing that led to an in-time delivery of a fully functional and documented product.

Technologies Used: HTML, CSS, JavaScript, jQuery, Git workflow

Project link: <https://github.com/YinkaMerit/JS-DuckHunt>

**RUBY & SINATRA WEB DEVELOPMENT**

The task set for Yinka and his team was to collectively create a web application using an MVC framework. The initial requirements for this application was to be able to track attendance; this was to be completed within a week. The approach taken to achieve this was to utilise an Agile work environment, working with user stories to achieve a Minimum Viable Product (MVP). During the first sprint the team was then able to implement effective communication and apply their technical skills to achieve an MVP, 3 days into the development time. Thus, a second sprint with more challenging user stories was introduced by the stakeholders.

Yinka’s responsibilities within the project involved a range of user stories. Initially working in Postgres to achieve the database needed and then being more involved with the layout of the pages, applying his knowledge of CSS. The team was successfully able to meet the stakeholder’s requirements by the end of the week by utilising effective collaboration through GitHub and building the web application with Ruby, Sinatra and managing our databases in Postgres.

Technologies Used: Ruby, Sinatra, Postgres, HTML, CSS, JavaScript

Project link: <https://github.com/abdullahjalil/AttendenceRegister>

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## Employment History

#### september 2017 - september 2018

#### axa pARTNERS – gloBAL INSURANCE MANAGEMENT

#### RERPORTING ANALYST

* Participated as required in projects, calls and meetings generally, as an underwriting representative.
* Analyse and monitor the performance of accounts, to highlight the outcome to the Underwriters with actions required (created performance dashboards/portfolio management reports)
* Developed projection models to hedge against potential claim loss, using Microsoft Excel and VBA.
* Performed Monthly Audits of underwriting reporting profile and Accounts financial bordereau.
* Liaised with other departments e.g. completed UAT testing on schemes create by customer support.
* Completed monthly review with sales manager, discussing performance and actions required.

## Education

#### September 2014 – JULY 2017

#### UNIVERSITY OF BIRMINGHAM

#### MATHEMATICS

###### Modules:

###### 1st Year: Probability and Statistics, Mathematical Modelling and Problem Solving, Real Analysis and Calculus

###### 2nd Year: Integer Programing, Numerical Programing and Mathematics in Industry and Algebra and Combinatorics

###### 3rd Year: Mathematics Finance, Number Theory, Research Project, Modelling with Partial Differential Equations and Mathematical Biology

#### Fourier Analysis and Signal Processing

* Provided a discussion on the subcategories of Fourier Analysis, while also considering it applications to signal processing.
* Conducted research on Fourier Series and Fourier Transform, learning new theory/concepts fast and efficiently.
* Provided a systematic outline of the theory, including examples and practical situations.

#### COBATTING ONLINE TICKET FRAUD:

* Main Task: using technical analysis, provide a solution to determining fraud early in transaction process.
* Initiated the delegation of tasks, producing a weekly timetable to allow consistent updates.
* Performed preliminary investigation on data using MySQL, then conducted a false positive test to determined percentage of transaction rejected due to fraudulent activity.
* Prioritized transaction information given, to allow a more in-depth analysis to occur.
* Using statistical analysis such as correlation and spearman’s rank, reached a conclusion on correlation between two of the transaction information given.
* Result: determined a risk factor equation from graphs and charts, using logarithms to a produce function that outputs the number of transactions likely to be fraudulent.

## Certifications

#### Certification Name

#### Body

###### Example Modules: List your modules

## Hobbies/extra Curricular activities

* I am a fitness enthusiast and a member of a local gym; allows me to demonstrate a good level of discipline and motivation.
* As an avid sketcher, a method I use to relax is drawing.

## Volunteer Work

###### TITLE

###### Company/Institute: What you did

###### TITLE

###### Company/Institute: What you did

###### TITLE

###### Company/Institute: What you did

## Achievements

###### Please list areas of merit whether personal or professional.