Andrew Hughes

Final year Computer Systems Engineering student, interested in creating applications for Kubernetes and event driven architecture.

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EXPERIENCE

IBM, Hursley — *Software Engineer placement*
July 2019 - August 2020

Part of the Node.js Runtime Technologies team, a small agile team focused on contributing to the Node.js open source project and creating tools and resources on how to deploy Node.js applications to Kubernetes and Red Hat OpenShift. Contributions included being a member of the Node.js package maintenance team and designing and developing two CLI tools to find and test an npm's dependent packages. Maintained the CloudNativeJS health checking modules, by creating bug fixes, fixing tests and creating releases. Created two tutorials for IBM Developer on how to add health checks to a Node.js application and how to make a MERN stack application cloud native.

Whitstable Oyster Company, Whitstable — *Chef*
February 2017 - April 2019

During weekends and school and university half terms I worked in a small team of chefs in a fast paced environment and was responsible for my own station. Through this job I learnt how to work effectively under pressure and enhanced my team working abilities by efficiently communicating with other members of the kitchen during busy and stressful periods.

Deeson, Canterbury — *Work experience*
February 2017

I spent a week on work experience, during which I created a doorbell using a Raspberry Pi with a display and camera. When the doorbell was pressed a Python script ran that used the Slack API to post a message and picture to the company's Slack channel. This experience introduced me to API's and gave me an idea of what to expect at a small software development office.

PROJECTS

Engineering You're Hired— *January 2019*
Week long interdisciplinary engineering group project in which I and 5 other students designed smart home products to be used to prevent and fight against household fires. Delivered daily presentations, created high level designs and a boardroom style pitch for our products.

Mechatronics— *December 2018*
Group project in which I and 3 students created a tabletop electromagnetic crane. I was responsible for the software development, which involved creating a Python user interface communicating with an arduino via bluetooth to control the cranes sensors and actuators.

INTERESTS

Achieved bronze and silver Duke of Edinburgh awards which refined my teamwork and leadership skills. In my free time I enjoy going on bike rides, cooking tasty food, and playing with Raspberry Pi's.

PROGRAMMING LANGUAGES

Experienced
JavaScript/Node.js, Java, Python, Markdown

Familiar
Go, C, C++, HTML

TECHNOLOGIES

Git, Docker, Kubernetes, Helm, Red Hat OpenShift, Travis CI, GitHub Actions

EDUCATION

The University of Sheffield - BEng Computer Systems Engineering
September 2017 - June 2021

1st year: 71% 2nd year: 64%

Final year modules:
Machine Learning
Computer Security and Forensics
Adaptive Intelligence
State-space Control Design
Intelligent Systems
Systems Design and Security
Finance and Law for Engineers
Digital Signal Processing

Second Year modules:
Computer Problem Solving and Object Oriented Design
Control Systems Design and Analysis
Mechatronics
Signals, Systems and Communications
Systems Engineering and Object Oriented Programming
Mathematics and Data Modelling

Queen Elizabeth's Grammar School, Faversham
September 2010 - July 2017

A level: Computer Science - B, Mathematics - B, ICT – B
EPQ: Arcade machine - B
GCSE: 12 grades at A-C