Arne Ubelhor

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Personal Statement

A passionate and dedicated believer in technology, with 4 years of professional development experience and a First Class Honours degree in Games Computing. Seeking to expand horizons and learn from inspiring industry leaders.

Technology is a powerful tool that can provide impact to real life; I've been lucky to work on some exciting projects, from helping support cancer care practitioners to implementing and managing software companies rely on.

Starting as a junior developer, progressing to a team leader gained me experience in many challenging scenarios. Clients trust me to listen and understand their needs, team members depend on me to organise projects effectively.

Technical Skills

C# .NET

.Net was the main platform for systems developed at BrandFour, using both the latest dot net core and older versions. Dealing with larger projects provided me with the experience to understand complex code structures and design patterns. Writing unit tests and utilising dependency injection, I feel comfortable writing code for longevity.

SQL Server & DocumentDB

Data plays a very important role in services, storing large quantities of fine grain sales figures to supporting high performance read and write operations.

Working on Fusion 3 (a BrandFour Field Marketing service), I had to deal with reporting accurate sales figures which have complex calculations attached to them. Also having an application which needs to return the nearest of the 60,000 stores in the UK.

Using Spatial indexed tables, event queues and Elastic databases on the Azure platform was paramount to solving scalability issues for Fusion 3. Working with Anglian Water to track their water valve network, we chose to use Microsoft's DocumentDB to provide the flexibility of storing complex valve data.

Javascript, React & AngularJS

Always an evolving language, Javascript provides the opportunity to write systems that offer more diverse opportunities for user experience and much more. With ES6 Javascript I've found it's even easier to write code which is easier to maintain for larger codebases by using classes and abstractions. I've been experimenting with this on my personal project, implementing a Node.js app which interfaces with Alexa API's as well as Microsoft's Bot Framework (Skype, Facebook Messenger, Slack etc.). React and AngularJS are both frameworks that I've implemented commercial systems with. AngularJS being the platform I chose to develop my dissertation project in, I explored the social gaming genre by creating a game.

Android, Xamarin, PhoneGap

Fusion 3, a product by BrandFour was redeveloped by my team. Opting to use Xamarin as it fit with the C# platform used for the rest of the system, also gave opportunity to port the application to iOS. We also created an application as a prototype for tracking a vehicle's condition, utilising OCR technologies to identify a vehicle's number plate. Adobe PhoneGap, a tool for wrapping web tooling into an application was used when clients needed more of an information driven application. Macmillan practitioners for example, needed a tool for recording patient activity information and setting goals for subsequent visits; in this instance PhoneGap worked perfectly.

Hardware Development

Solving problems shouldn't be confined to software and sometimes hardware can offer innovation. Whilst working with Morrison utility services, which have a large fleet of engineers and equipment which they need help tracking, I worked on engineering a solution using RFID to track equipment with low cost tags. The prototype resulted in a Raspberry Pi which interacted with an antennae to send and listen for tags at intervals.

Skills

Management
I've had the opportunity to lead my own team at BrandFour, implementing new products. Structuring projects and managing the workload I looked to Scrum, it meant that the team knew the tasks at hand and and I could foresee and resolve issues earlier.

Support & Training
Supporting the users of Fusion 3 was fundamental to the adoption of the system. I developed a structured procedure for handling support requests, allowing members of the team to quickly respond to varying issues efficiently. I've also spoken at training seminars, developed documentation and held on-boarding sessions with end-users.

Creativity
Solving problems and creativity are intertwined, having studied Product Design at A level has always been a strength I could draw inspiration from. A project that I've recently been involved in was to provide a platform for students to find housing, a project we're looking to implement a bot with, allowing students to search and interact with properties from Facebook Messenger. With technology like bots, Alexa and VR, the way we think about problems is something I'm keen to explore much more in the future.

Experience

BrandFour (2014 - present)
Accepting a developer role at BrandFour after finishing my University course. Working with wide ranging clients implementing bespoke software solutions, using mostly .NET we also implemented Android and iOS applications. I've since led my own team, managing products from inception to sustained growth. I've had experience with managing various clients who have depended on me to create the right solution for them, pitching fresh ideas to difficult problems.

University of Lincoln (2013-2014)
In the last year of university I took a part time position at the University of Lincoln's IT Support team and Development Team.

Legendary Games (2012-2013)
During a placement year I worked at Legendary Games, a web-based games studio, developing in PHP and WebGL.

Academia

2010-2014: First Class Honours Games Computing BSc Degree (University of Lincoln)
Studying Games Computing gave me the opportunity to explore how technology can create an emotional impact on players. I focused my dissertation on exploring Social games and how social media platforms have created new patterns in their interaction with its players. For this work I received an Excellence in Project Work award.

2008-2010: A Level (Shenley Brook End Sixth Form)
D&T:Product Design(B), Computing(C), Applied ICT(C).

2006-2008: GCSE (Shenley Brook End School)
I achieved a B in Mathematics, B in Sciences and an A in Design Technology.