Luke Bassett HND (Computing)

Stockton Heath, WA4

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Personal Profile

Having self-taught HTML, CSS and JavaScript, I am now pursuing a career in Front-End Development as a professional career. I am a hardworking, motivated individual with a love for creating well designed websites with responsiveness and accessibility in mind.

Key Skills & Knowledge

Visual Studio / Visual Studio Code, HTML, CSS, JavaScript, Photoshop, InDesign, User Interface / User Experience Design, Typography, MSOffice and OneDrive.

Academic Achievements

2020 – 2022 Distinction grade | Computing HND

2018 – 2020 3 BTEC's | Information Technology | Business | Environmental Sustainability

2013 - 2018 8 GCSE's | 4 Grade 4's (English & Maths) | 5 Grade 3's

Career History

Store Assistant, ALDI

2021 - Present

Skills

- Teamwork
- Communication
- Customer service

Responsibilities

- Put out warehouse stock hourly, assuring shelves were stocked up correctly.
- Served customers on tills correctly and accurately.
- Made sure the store was always tidy and presented well for browsing customers.

Food Runner, Ego's Mediterranean Bar and Restaurant

2020-2021

Responsibilities

- Maintained a high level of hygiene throughout the restaurant.
- Ensured there were sufficient levels of condiments for diners.
- Served diners their orders quickly and efficiently.

Technical Skills

I have created an online portfolio using HTML, CSS & JavaScript and hosted the website on GitHub / GitHub Pages using a Git extension inside of Visual Studio Code to manage my portfolio repository.

Built several computers from scratch. Outsourced compatible components, researched price / performance, and redundancy in components.

As an assignment for my HND course I did a research project on "Remote working within education" where I analysed and evaluated the thoughts of remote working from a school and student perspective. I then wrote this up in a 10,000-word research document.

Soft Skills

In my Information Technology BTEC I lead a small group, producing an app together to be entered into a competition called "Apps for Good" In a span of 45 days, our team produced an idea with our thought process, mood-board, wireframes & a presentation to finish off.