

BEN SMITH

Glasgow, UK

Available to relocate

+44 7917 087125

bens6477@gmail.com

<https://github.com/bens6477>

www.linkedin.com/in/bensmith6477

PERSONAL STATEMENT

Full Stack Software Developer with over 15 months of engineering experience in five different companies. I am a self-starter, extremely driven and always looking to develop new and existing technical skills to push myself to succeed. I thrive in fast-paced environments and actively seek challenges in both collaborative and solo projects, proven through my high performance at university and in previous companies.

SKILLS

Frontend	Backend	Frameworks	Databases	Testing	Deployment
HTML	Python	Django	PostgreSQL	Jest	Git
CSS	MATLAB	jQuery	SQLAlchemy	Unittest	Heroku
JavaScript	Flask	Bootstrap			GitHub

EDUCATION

SEP 2021 – PRESENT: DIPLOMA IN SOFTWARE DEVELOPMENT

CODE INSTITUTE, THE LEARNING PEOPLE

Developed an active understanding of a wide range of languages, frameworks, testing procedures and deployment technologies through hands-on experience designing and building personal projects.

APPRENTICE BREWING – STATIC FRONTEND SITE

- Created a beginner's guide to brewing beer website in pure HTML and CSS, containing fully function cross-site navigation, image animations, hyperlinked resources, and integrated YouTube videos.
- Fully responsive formatting and optimised performance for screen sizes from mobile up to desktop.

ROCK PAPER SCISSORS LIZARD SPOCK – JAVASCRIPT INTERACTIVE FRONTEND GAME

- Utilised JavaScript to manipulate the DOM, HTML elements and CSS attributes through event listeners and timeout functions.
- Tested feature functionality, browser compatibility and game performance, as documented in repository
- Built asynchronous functions to handle gameplay chronologically and redirect the focal point of the user.

BATTLESHIPS – PYTHON COMMAND-LINE APPLICATION

- Constructed an object-oriented model of players and ships utilising subclassing for efficient structure.
- Defensive design focused on handling exceptions in user input with custom error messages for each case.
- Developed well-defined granular functions to manipulate class instances, nested lists and dictionaries in the simplest, most concise way possible.

SEP 2017 – MAY 2021: BENG MECHANICAL ENGINEERING (FIRST CLASS)

UNIVERSITY OF STRATHCLYDE

My first-class engineering degree has equipped me with a firm understanding of computational analysis, CAD software, programming, and product design, with an average grade of 86% across all years.

FINAL YEAR PROJECT

- Designed a thermal FEA model in ANSYS to simulate thermal distribution while friction-stir-welding two different metals.
- Created APDL code scripts to initialise conditions, run simulations, evaluate results, and diagnose bugs.

TEAM PROJECT

- Designed and built a hydrokinetic cross flow turbine, in a team of five students, to acquire the maximum possible energy rate from a raised water supply.
- Encoded MATLAB scripts to calculate theoretical water flow rates, torque generation and power output.
- Led project as team manager, distributing roles relevant to individual strengths, addressed uncooperating members, and directed efforts to meet deadlines throughout the year.

WORK EXPERIENCE

JUN – AUG 2021: MECHANICAL ENGINEER INTERN

TOUCH BIONICS, ÖSSUR

- ♦ Designed, modelled, and presented personal projects to company executives at design reviews.
- ♦ Gained immersive knowledge of management and cost reduction strategies utilised within engineering businesses and the philosophy for sustaining strong customer relationships.
- ♦ Determined strategies for improving the production process by creating simpler designs and clearer manufacturing and building instructions in accordance with technical requirements.

JUN – SEP 2020: DESIGN & INSPECTION ENGINEER INTERN

RITCHIE PRECISION ENGINEERING

- ♦ Designed 15 custom fixtures for fabricating metal parts, enabling complex geometries to be crafted easily.
- ♦ Automated inspection processes using PC-DMIS code and CMM software, increasing the accuracy and throughput of the company's inspection stage.
- ♦ Exceeded expectations of work rate, knowledge retention and ability for learning quickly on the job, evidenced through a permanent job offer before graduating from university.

AUG 2019 – JAN 2020: PRODUCT DESIGN CONSULTANT

OBADIAH COFFEE ROASTERS

- ♦ Contracted as sole product design consultant for Obadiah Coffee Roasters to design a bespoke sustainable coffee container for multipurpose café functionality.
- ♦ Exceeded the expectations of my client in work rate and product quality, initiating project meetings, setting targets, and continually re-evaluating our project strategy.
- ♦ Commended by Obadiah's founder for high productivity, technical knowledge and versatility, and our product gained significant interest when pitched in Australia to the board of coffee wholesaler Five Senses.

MAY – AUG 2019: CAD DESIGNER INTERN

HELIA PHOTONICS

JUN – AUG 2018: OPTO-MECHANICAL ENGINEER INTERN

OPTOS PLC, NIKON GROUP

VOLUNTARY EXPERIENCE

JUN 2018 – PRESENT: BAND & PRODUCTION COORDINATOR

HILLSONG CHURCH EDINBURGH

- ♦ Organise our church worship band collective of forty musicians, singers, and sound engineers, leading weekly rehearsals and equipment training, enhancing my methods of directing and coaching people.

QUALIFICATIONS & ACHIEVEMENTS

- ✓ Dean's Certificate for Distinction in 1st, 2nd, and 3rd Year Mechanical Engineering
- ✓ Certified SolidWorks Associate – Mechanical Design
- ✓ Three Advanced Highers (Grade A): Physics, Mathematics and Music
- ✓ Five Highers (Grade A): Physics, Mathematics, Chemistry, English, and Music
- ✓ West Calder High School Dux
- ✓ Best Regional Score in Higher Mathematics (99%), John Tease Mathematics Award

INTERESTS

Group activities such as hiking and football, and creating and playing music with piano, drums, and guitar.

REFERENCES ARE AVAILABLE UPON REQUEST