## Qualifications

Aerospace Engineering BEng, University of Hertfordshire, 2018

## Profile

I first developed an interest in programming when I was introduced to Matlab and Python at University. At this point I began to form a foundational understanding of programming which helped to prepare me for my training at QA. Upon being given the opportunity to join QA I have rapidly developed a foundational full stack software skillset and I am now eager to continue to learn and advance my career in the software industry.

I am an industrious and passionate individual. The strengths I most value in myself include my creative problem solving, attention to detail, responding well to feedback, organised work-flow and planning skills. I have been responsible for the completion of long scale end-to-end projects during my time at university, various full-stack programming projects upon graduation and have substantial experience presenting in front large groups of people in a clear and professional manner.

Technical Skills

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| **Technology Domain** | **Technologies and Tools** |
| Programming Languages | Java, HTML, CSS/Bootstrap, JavaScript, Python, Maven, JUnit |
| IDE’s | Eclipse, Visual Studio Code |
| Operating Systems | Windows, Linux (Ubuntu) |
| DevOps Technologies | Github <https://github.com/bernardabraham> |
| Database Technologies | MySQL, H2 |
| Project Frameworks | Agile Scrum, Waterfall |
| Other | MATLAB, React, Jenkins, Postman, Google Cloud Platform, Maven, UX |
| Social media | <https://www.linkedin.com/in/bernard-abraham-a788baa6/> |

## Experience

### QA Consulting – Consultant

#### Full Stack To-Do List Website

I developed a full-stack website that provided functionality for users to sign in and create multiple to do lists under different project names with CRUD functionality. Using SQL H2 to store data, Java to create a RESTful API and JavaScript to format the front-end. The website is hosted on a Linux virtual machine on Google Cloud Platform using Jenkins as a CI tool to push up new maven builds from GitHub.

#### Treasure Hunt Game OOP Application

I developed an object-oriented text based game in Java which leveraged the four pillars of OOP programming. The aim of the game is to move your character from a randomly generated coordinate on a 2D map towards a treasure chest, using input prompts to move the character in the directions of a compass. Various feedback is given to the user via a text output by which I used trigonometry to calculate and provide the distance from the treasure as well as text to display a story and victory message. I used GitHub branching features to provide version control for the project.

#### University Individual Project

I completed my final year project titled ‘Design and Evaluation of a High Altitude Long Endurance UAV’, creating a project plan in the form of a Gantt Chart and project timeline which detailed one year of independent work. The final product was to produce a 50-page finished document centred around new and upcoming technologies in long endurance flight. The project consisted of research and CATIA design and drafting of a new UAV capable of continuous year round flight in which I modelled and drafted detailed components to produce an autonomous drone. I then produced a theoretical analysis using an X-plane simulation. Finally, I presented my work in front of Panel which was followed by questions, honing my skills to effectively communicate and give technical explanations.

## Additional Information

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| * First aid/Fire prevention training | * Manual / Heavy lifting | UK passport/ security clearance |
| * Presentation skills | * Full, clean driving license | * Health and Safety at work training |
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## Hobbies/Interests

I try to maintain a healthy and balanced lifestyle, which includes exercise. I love to watch and participate in sports such as football which allows me to stay fit and helps support my work life.

I also enjoy listening, playing and writing music. I have been playing piano for the past five years and I find the creative outlet to and composing skills. I continue to learn new technical skills.