

Bobby W. McCann

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Spareroom

Software Developer | August 2021 - Present

- Backend development for a popular website using **Perl** and **MySQL**.
- Designed, implemented, and evaluated a system for detecting abuse from users posting duplicate adverts.
- Created a domain specific language for localising strings in our backend, to assist in launching international versions of the site.
- Configured **Apache** and **Docker** for new domains.

Digital Applications International (DAI)

Software Developer | September 2019 - October 2020

- **Java** backend development with **Spring**, for the CMS, a system to manage shipping options from warehouses to their customers, and to produce printable labels for parcels.

University of Manchester

- BSc Computer Science - 1st Class Degree, 2019
- Completed a paid summer project where I designed and created an automated testing system for programming coursework.
 - **Bootstrap** and **JQuery** for the front end and **Node.js** on the backend.
 - Conducted user testing and surveys to improve the UI post launch.
- Also participated in ACM ICPC (International Collegiate Programming Contest) events, including going to University of Bath for the North West Europe regionals.
- Created original problems and organised the Staff Vs Student contest in 2018 and 2019, a ICPC-style event for the Computer Science department.

Projects

- EasyLaser, my third year project, is a 3D game made that teaches you how to sail in different wind conditions. Playable with a gamepad [here](#).
- Onlinesweeper - a massively multiplayer online infinite Minesweeper game, written in Node.js and **React**. Not yet finished, but a working instance is online to try [here](#) (warning, quite addictive).
- Participated in game jams and hackathons. You can see these mini-projects on my website bogoblin.com.

