Bobby W. McCann

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nobmccann95

SpareRoom

Software Developer | August 2021 - November 2023

- Backend development for a popular website with many users.
- Designed and implemented new features for the site using Perl and MySQL, as well as fixing bugs and improving existing features.
- Evaluated ideas and changes by analysing the data using Jupyter notebooks and Python.
- Assisted in moving our development environment from Vagrant to Docker.
- Improved many parts of our build process, such as using **Terraform** to deploy our **Google Cloud Functions**, streamlining our **Jenkins** build pipeline, and automating actions in our Github repo with **Github Actions**.

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 <u>bogoblin.com</u>.

