# Bobby W. McCann

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I'm looking to contribute to important and challenging projects for a modern tech organisation where I can grow and learn. I want to come up with ideas and lead teams, and I greatly value the potential of proper DevOps and Agile practices, and nothing makes me happier than seeing people use and enjoy my work.

After what I would consider a false start at my last company, I want to get back to professional work delivering excellent code.

## Previous Employment - Digital Applications International (DAI)

*Software Engineer | September 2019 - October 2020*

- **Java** backend development with **Spring** and **Hibernate** for **SQL** databases (MSSQL, Postgres, Oracle SQL)
- Testing with **JUnit** and **Mockito**, configuring **Jenkins** for continuous integration.
- Implemented new features with Object-Oriented Design.
- Delivered value to Screwfix, Boden, Clarks, Tesco, and other clients.
- Onboarded new team members.
- Automated manual tasks for the development team.
- Spoke with customers for demos and meetings.

## Education

### The University of Manchester - BSc Computer Science - 1st Class Degree, 2019

- Used **Git**, **JUnit** and **Jenkins** with **Java**'s spring framework to create and test a website for creating and joining events. I was project manager for our group.
- Wrote code in **C** to implement algorithms and data structures, and create interactive 3D applications with **OpenGL**.
- Implemented machine learning and computer vision algorithms in **Matlab**.
- Learned **Oracle PL / SQL** and how to design relational databases.
- Took courses in User Experience, Cryptography and Network Security, Natural Language Processing, Computer Vision, Internet of Things, and more.
- Designed and built a 3D sailing simulator for teaching people how to sail. It is built in the **Unity** engine and written in **C#**, with 3D models created in **Blender**. Try it out at sailing.netlify.com (requires gamepad)

### Christ the King High School and Sixth Form

- A Levels - Mathematics, Further Mathematics, Computing, Physics (AS)
- 13 GCSEs A* to B, including A* in Maths and Physics, and A in English and IT

## Paid Summer Project - COMPjudge

Designed and created an automated marking system as a paid summer project for verifying student C code written the University of Manchester's second year algorithms course. Feedback was positive and I engaged in the process of incorporating user feedback into later versions of the product.

## COMPjudge tech stack

- **Frontend** - HTML, Bootstrap, Javascript, JQuery
- **Backend** - Node.js, MongoDB, Python, C
- **Server** - Apache, LetsEncrypt, Bash

The product was later adopted by the Symbolic AI course for marking Prolog exercises.

## ACM ICPC (International Collegiate Programming Contest)

Our team placed **9th** in the UKIEPC, the UK & Ireland subregional contest for the ACM ICPC (International Collegiate Programming Contest). We qualified for and competed in the North West Europe regionals. I learned **C++** and studied algorithms and data structures to prepare for this.

## Staff Student Contest

Organised the staff vs student programming contests for 2018 and 2019. This involved coming up with ICPC style problems, hosting and managing the judging server, typesetting with **LaTeX**, designing posters and working with a team.

## Other Skills

- I host my own website bogoblin.com, using github pages with jekyll.
- Deep knowledge of CSS, in particular flexbox and grid.
- Currently learning React for an upcoming web project I'm working on.
- Multimedia production - intimate with Photoshop, Reaper, Sony Vegas, and Flash (RIP).
- Assisted with teaching Python to non-programmers in University.
- Efficient vim user.

## Hackathons and Game Jams

- **Global Game Jam 2021** - A Very Able Cable - Made a physics based, skill-intensive puzzle platformer in 48 hours, collaborating with HerbalBee, an artist and friend of mine. Play at bogoblin.itch.io/a-very-able-cable

- **Studenthack VII** - Garfield Extension for Firefox - Created a Firefox extension that summons Garfield to mess up your web page. Try it out at bogoblin.com/garfield. Won best in theme.

- **ManMetHacks 1.0** - Mouse in the House - Designed and implemented a tile based platform engine in Javascript. I wrote the engine and created art for the game in **Photoshop**. Won most entertaining hack.

- **Manchester Student Game Jam** - Student Debt Pinball - Inspired by Space Cadet 3D Pinball for Windows, I created a pinball game in Unity for this 12 hour game jam with the theme of "crushing student debt". Play it here: bogoblin.itch.io/student-debt-pinball

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