

Summary

I've learnt programming through a mix of self-study and online courses. I'm most experienced with web development, and the technology and design skills involved. I also have experience with Node.js, and Electron. I also know Python, and the basics of a few other languages. I always enjoy learning new technical or creative skills. I really like digital arts, particularly 3D art.

Skills

Extensive experience with Windows. Basic experience with Linux and MacOS. Good at problem solving, troubleshooting, and fixing technical issues. Quick to learn new tools. Experience with debugging and optimizing code. Knowledge of concepts such as object-oriented programming.

Programming

- HTML (intermediate)
 - CSS, Sass (intermediate)
 - JavaScript (advanced)
 - Node.js, Electron (intermediate)
 - Python (intermediate)
 - Git (intermediate)
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Programming Projects

Dislayer Whisper ■ JavaScript (Node.js, Electron) ■ HTML, CSS (Sass)

Cross-platform desktop application, created to be a simple to use solution for displaying song lyrics, and text or image presentations. I learnt how to use Node.js and Electron for this project, to properly integrate the application with the OS.

Bedlam Cube Solver ■ Python

A Python script which finds solutions to the Bedlam Cube, a 3D puzzle.

Personal Website ■ HTML, CSS (Sass), JavaScript ■ Hugo

A responsive desktop/mobile portfolio website, to show projects and other things I've created. I learnt to use Hugo while developing it, to make the process simpler.

Education

Diploma of Advanced 3D Modelling

CG Spectrum, College of Digital Art & Animation.

Graduated November 2018

Principles of Computing (Parts 1 & 2)

Rice University on Coursera.

Completed March 2016

Intro to Interactive Programming in Python (Parts 1 & 2)

Rice University on Coursera.

Completed December 2015

English (A*), Mathematics (A*), and Physics (A*) IGCSE

Written at Oak Heights School.

June 2015