Chetan Jogia

PROFILE

Changing careers to become a Junior Full-Stack Software Engineer has allowed me to build on my passions for Music and Mathematics, blending the strong technical and creative skills I've learnt, to build robust and efficient solutions to complex problems. Experiencing the thrill of working within fast-paced, agile tech teams, by enrolling in the School of Code Bootcamp and collaborating with my peers, has only heightened my enjoyment and understanding of technology and I relish the opportunity to continue this journey in my next role.

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Javascript | React | Node | PostgreSQL | HTML5 | TypeScript | Next | REST API | Git/Github | Jest Supertest | Cypress | Express | CSS | Tailwind | Firebase | Auth0 | Trello | Figma | Netlify

WORK EXPERIENCE

09.2022 - 02.2023

Junior Full-Stack Software Engineer, School Of Code

- 16 week intensive bootcamp, learning and using various technologies in order to begin a career as a Junior Full-Stack Software Engineer.
- Consistently **pair-programmed** throughout the bootcamp and regularly worked within teams using an **Agile** methodology often taking on a **leadership** role.
- Regularly presented and discussed new ideas and concepts with my peers, enjoying the collaborative process whilst sharpening my soft-skills.
- Enhanced my approach to planning when **problem solving** by using clear computational thought processes and developed a strong understanding of debugging a codebase.
- Confident using Git and Github as a method of version control, making use of Git Flows as a branching method, integrating CI/CD pipelines with Github Actions.
- Followed **Test Driven Development** (TDD) ideology when developing web-applications, gaining a deep understanding of unit, integration and E2E testing.

Project: Utellum - Peer Learning Platform, School Of Code

- A one-week project with a brief to develop a web application that would benefit current and future boot-campers while on the course within a team of 4.
- Focussed on **teamwork**, initiating the project by writing a strong team manifesto.
- Structured daily routine using **Scrum** methodology (daily morning stand-up, sprint, retro, planning-poker).
- Used Trello to track tasks ensuring the team reached the defined MVP to **deadline**.
- Underwent thorough planning, exploring user stories and personas that led our decisions when creating low and high fidelity wire-frames in Figma, achieving a strong UI/UX.
- Designed data architecture using an Entity Relationship Diagram to model postgreSQL relational database.
- Independently learnt and implemented react-router package to create multi-page site, passing state across pages using useLocation hook.
- Understood the importance of conditional rendering of components when performing HTTP requests on mount ensuring a smooth user experience.
- Performed **integration and E2E testing** throughout the development life cycle using Jest, Supertest and Cypress, ensuring the app was robust.
- Deployed the application using Netlify and Render and presented our product to industry professionals.

Tech Stack: React, Express, Node, postgreSQL, Jest, Supertest, React Testing Library, CSS

Personal Project: Baby Monitor

- With a newborn on the way, I chose to develop a full-stack application constructing a RESTful API that will allow a parent to monitor the activity of their child.
- Implemented Firebase authentication to create private user profiles with google sign-in. Gained a strong understanding of JWT and Web-Access Tokens, and the importance of authentication and authorisation to secure user data.
- Developed strong understanding of custom React hooks to reduce repetition in codebase when performing functions with state.

Tech Stack: React, Express, Node, postgreSQL, Firebase, Jest, Supertest, React Testing Library, Tailwind, CSS

08.2016 - 09.2022

Freelance Musician - Session Guitarist, Self-Employed

- Entrepreneurial mindset successfully ran self-employed business as a session musician, offering services including teaching, performing, recording and producing.
- High level of musicianship with experience in playing at such prestigious venues as the indig02 London, Scala, Her majesty's theatre, BBC radio live.
- UK Tours with AT THE SUN, Will Whisson, Samfire and Dani Sylvia.

04.2015 - 08.2016

Emerging Market Credit Trading - Associate, UBS Investment Bank

- Provided liquidity by market-making EM credits and derivatives whilst hedging credit risk.
- Enhanced **interpersonal** skills, building strong relationships with clients and sales teams.
- Analysed trade data using statistical modelling and VBA to predict future market trends.
- Resolved credit restructuring events using bond and CDS legal contracts.

02.2013 - 03.2015

Structured Treasury Trading - Analyst, UBS Investment Bank

- TRS trading in a sub-team of 2, key role in developing the pricing model.
- Analysed entire trade data of IB to optimise collateral pledged, reduce RWA cost.
- Networked with clients discussing the implications of the liquidity coverage ratio.

06.2012 - 08.2012

Internship: FICC Sales & Trading, UBS Investment Bank

• Rotated across CVA Pricing, Equity Option Sales and Emerging Markets Trading.

06.2011 - 08.2011

Internship: Financial Services, KPMG

• Worked within the Audit team on a variety of clients including Diageo, Ikea and McBride.

07.2010 - 08.2010

Internship: Database Developer, Salvation Army Housing Association

 Developed a MS Access database using advanced VBA and SQL and created a small UI allowing user to view the company's business plan whilst meeting strict deadlines

EDUCATION

10.2008 - 06.2012

University College London

London, UK

MSci Mathematics - 1st Class Honours

09.2007 - 07.2008

Trinity School

Croydon, UK

A2-Level: AAAA (Further Mathematics, Mathematics, Physics, Chemistry)

AS-Level: AAAAB (Further Mathematics, Mathematics, Physics, Chemistry, Economics)

GCSE: 9A*s 1A

Prizes: GCSE prize for academic excellence and 10% Mathematics Scholarship on entry to

Trinity School (2001)

% INTERESTS

Wing Chun Kung Fu - Advanced Standard, perfecting Chum Kil (2nd form) | Piano - Grade 5 Standard

Video Production - Final Cut & Adobe Photoshop | Board Games | Swimming | Gaming