CALLUM IMRIE

Associate Software
Engineer

www.linkedin.com/in/callum-imrie

www.github.com/ci7sta

www.callum.software

PERSONAL PROFILE

I am a hard-working and committed individual, and I can work well in a busy environment. I am organised, level-headed and adapt to new situations quickly. I pride myself on having good communication and inter-personal skills. I am passionate about building scalable, clean, and maintainable software that fully delivers on the given specification.

CONTACT DETAILS

You can get in touch by connecting/sending me a message on LinkedIn! I usually try and respond within 24hrs.

TECHNICAL SKILLS AND ABILITIES

I have gained a solid foundation in Object-Oriented Programming through completing various projects in Java as well as C#/.NET Core. I have also completed several other projects using JavaScript/NodeJS, C, and Python amongst others. I have successfully completed projects individually, as a pair, and as part of a group.

I also have experience using version control systems (primarily Git/GitHub/BitBucket), CI/CD tools (TeamCity/Zephyr), as well as testing and mocking tools (JUnit/Mocha/FakeItEasy). I am proficient in using both Windows and Linux (Fedora) operating systems.

I have studied and gained practical experience in working in Agile/Scrum teams and was a representative for my own Scrum team at university when inter-group meetings were held.

EXPERIENCE

Associate Software Engineer

Cherwell Software | June 2020 - Present

In this role, I am responsible for implementing new features, fixes, and improvements in line with requirements. This contributes to the development of Cherwell's leading ITSM platform, Cherwell Service Management. I am involved in a responsive team which adheres strongly to Agile and TDD principles.

Intern Software Engineer

Cherwell Software | Summer 2019

I developed a comprehensive testing tool to exercise the main codebase and completed an in-depth performance investigation into the main application. I participated in an Agile/Scrum team, experienced and conducted code reviews, attended sprint planning and review meetings, took part in standups, and was exposed to industry practices such as Agile/Scrum, CI/CD, TDD and multi-branch version control. Referral from Director of Engineering available on request.

Events Assistant

Scottish Parliament | Summer 2018 - Jan 2019

My key responsibilities at this role included dealing with guests from a wide range of backgrounds, from tourists to foreign delegates/dignitaries. I was also responsible for ensuring that events occuring at the Parliament ran smoothly by registering guests, guiding them to the correct location, assisting event organisers and keeping all members to a strict timetable.

Intern

WhatUsersDo Ltd | Summer 2016

I conducted freelance work on a client record system, gathering information and correcting inaccuracies for a start-up UX/SEO constultancy business based in London.

ACADEMIC PROFILE

University of St Andrews | 2016 - 2020

Computer Science BSc (Hons) | Graduated June 2020
Award: First

Achievements

- 1st Year, 2nd Year, 3rd Yea, 4th Year: Dean's List (academic excellence award given to students attaining a mean grade of 16.5 or higher out of 20 across all modules)

Summary of Modules

I have completed modules from a wide range of fields during my degree. While many modules formed part of the core course and covered fundamentals such as Object-Oriented Programming, Data Structures, Algorithms, Complexity and Database Concepts, I quickly took an interest in and focused my module choices around the internet/networking, web development and distributed systems.

Each module consisted of at least 2 projects, allowing me to strengthen my programming skills and apply concepts practically.

Full List of Completed Modules

- Object-Oriented Programming
- Foundations of Computation
- Programming with Data
- Programming Projects
- Advanced Programming Projects
- Networking and Web Development
- Data Communications and Networks
- Advanced Networking
- Computer Systems
- Data Encoding
- Human-Computer Interaction
- Databases
- Component Technology
- Computational Complexity
- Video Games
- Logic and Software Verification
- Software Engineering Team Project
- Major Software Project (dissertation)
- Computer Graphics
- Distributed Systems
- Constraint Programming

EDUCATION

St Modan's High School | 2011-2016

Advanced Higher

- Mathematics: A
- Physics: A
- Music Performance (non-graded): Pass

Higher

- Mathematics: A
- English: A
- Graphic Communication: A
- Computer Science: A
- Physics: A
- Chemistry: A

Other Achievements

- Head Boy, 2016
- Archie Lafferty Debating Award
- Duke of Edinburgh's Bronze Award
- Trinity Guildhall Keyboard, Grade 8 (Distinction)

SELECTED PROJECTS

Autocue

For my fourth-year dissertation project, I implemented a system capable of converting pictures/PDFs of sheet music into a digital format, rendering it in a web browser and playing back at a specified tempo negating the need to manually turn the pages of a piece of music. The tempo can also be set by using a Wii remote as a conductor's baton. (NodeJS/JS/Java)

Pseudo-Uber

I implemented an Android front-end app and a Python Publish/Subscribe backend for an Uber-like taxi hailing application. (Android/Python)

Micro:bit Minimal Internet Device

As part of a 5-person Agile/Scrum team and an 8-team "supergroup", I helped to design and implement a "minimal smartphone" which can communicate with other devices as well as internet APIs through a central server. (C/C++/NodeJS)

More projects can be found on my online CV:
http://callum.software