CODIE STELLA SOFTWARE DEVELOPER



Please E-Mail for Phone Number



stellacodie@outlook.com



Norwich, UK

Experience engineer with teamwork, interpersonal and management skills, and a passion for applying my skills to creative and challenging projects.

Education

2017–21 Master of Computing Science—University of East Anglia

First-Class Honours

Modules Including:

Machine Learning, Advanced Programming, Software Engineering, Artificial Intelligence, Information Retrieval, Computer Vision, Audio-Visual Processing, Database Systems

Research Projects:

- Time-Series Classification of EEG and MEG Datasets: An Evaluation of The Performance and Limitations of Different Classifiers
- Improving diagnosis from multimodal brain data through machine learning

2015–17 Software Development Extended Diploma—Peterborough Regional College

Distinction* Distinction* (Equal to A*A*A*)

Work Experience

2022+ Senior Software Engineer – Oakbrook Finance, Nottingham

2021 Software Engineer – Oakbrook Finance, Nottingham

Full-stack web service development with React and C# through Domain-Driven Design.

2021 Research Associate – University of East Anglia, Norwich

- Created a Web API for predicting Covid-19 presence within an uploaded X-Ray image using a TensorFlow model.
- Integrated the new API into an existing Vue web app.

2019 Associate Tutor – University of East Anglia, Norwich

Assisting undergrads with web-based programming exercises.

2018/19 Software Engineer - Pickr, Norwich

- Designed, then implemented React based front-end projects for the company's "V2" deployment. Including a React.js web app, a React Native mobile app, and a shared code library.
- Worked with the back-end team to aid in migration from the old PHP based MVP to a new C# implementation.
- Worked with executives to explore and design potential improvements and features.

2017 Software Developer - Mold Agency, Peterborough

 Designed and implemented a new analytics system to monitor product traffic and engagement using JavaScript.

2016 Junior Software Developer - Automatic Data Processing, Peterborough

Developing new features and otherwise maintaining payroll services.

Projects

Below are two of my more popular projects. There are many more that you can find on my GitHub profile.

2015-18 Halo: Online, Video Game Mod, Group Project

- Reverse-engineering an unfinished and very broken game using tools such as IDA Pro, then using a C++ and inline x86 Assembly codebase to write patches and new features.
- As a group of 25, we started with a completely unplayable game build, and ended with a fully fledged game and a partnership with Microsoft.
- This project was featured in <u>PC Gamer magazine</u> a few times, and on the front of Twitch.tv.
- Created various tools for working with the game, including a Unity based map editor.

2020-21 Mine Online, Video Game Mod, Solo Project

- Reverse-engineering old, now defunct versions of Minecraft to fix bugs that have appeared over time.
- Created a patch system to fix every known issue in every pre-release version of Minecraft.
- Designed tools for other artists and developers within this small (about 10,000) but dedicated community of players.

Experience

5 Years +

C#, React, Python, Java, JavaScript, TypeScript, C, C++, Git, MongoDB, Agile methodologies

3 Years +

PHP, Flask (Python Framework), Express (JavaScript), MySQL, Unity

1 Year +

LUA, Assembly (Intel x86, ARM), Shaders (HLSL), 3D Modelling

Personal Interests

My free time is split between code and music. With code, I really like to challenge myself, I think that's something that shows through my uni projects, machine learning on brain activity. It's also why I learned reverse engineering and worked on Halo: Online. I love to learn. In a similar vein I've been studying music as a new challenge in my off-time.

References

Professor Richard Harvey, Academic Director of Admissions for UEA

Please E-Mail for contact information.

Jonathan Martin, Principal Software Engineer at Oakbrook Finance (Previously CTO at Pickr)

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