

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

Work Experience

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 [PC Gamer magazine](#) 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)

Please E-Mail for contact information.



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github.com/craftycodie



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