

# Daniel Lemon

Email: dan@danlemon.com Web: http://danlemon.com

GitHub: https://github.com/dan2k3k4

Address: 158 Park Avenue, Barking, IG11 8QY, England

Mobile: +44 785 241 2132

Twitter: https://twitter.com/dan2k3k4

### Personal Profile

• Enthusiastic & outgoing with a determined outlook on enhancing software development projects by utilizing agile methodologies and a keen interest in open-source projects.

• Actively participating in various programming related meet-up groups and attending numerous events as well as conferences. Assistant organizer for the Graduate Developer Community and assistant organizer for the first official CERN Summer Students Webfest, similar to a weekend long hackathon.

## **Key Skills**

#### **Technical**

• Java (intermediate): Built my final year project as a educational android game based that simulated the LHC particle collisions.

Built an open-source GUI based XML-editor based on an older tool; re-engineered it to produce PLC (Programmable Logic Controller) code over an NFS network as well as implemented other features like a custom file lock system for the IEPLC project in CERN.

Produced open-source modifications for Call of Duty 4 (PC) within a team of 4; ensuring everything was packed together for regular monthly releases.

- C++: Built a simple command line program to analyse different mathematical functions. Completed some Project **Euler** problems in C++.
- Javascript: Currently participating in Code Year by completing a new set of Javascript courses each week for a full
- LATEX (intermediate): Completed University coursework reports in LATEX as well as this CV and personal business cards.
- Others: Drupal, HTML5, CSS3, PHP, Prolog, SQL (MySQL), jQuery, Arduino.
- Agile: Experienced use of issue and bug tracking software such as JIRA, actively seek to develop by iterative prototyping, break-down tasks into weekly Sprints (Scrum) and follow the Agile Manifesto.
- Tools: Eclipse, Android SDK, Netbeans, Git, Subversion, ant, Maven, jUnit, cron.
- Operating Systems: Windows XP/7 and Windows Server 2003, Linux (Ubuntu, Scientific Linux CERN 5, and Redhat).

Languages: English (native) French (intermediate; fluent) Bulgarian (can read and write Cyrillic)

# Education

Sep '08 - Jun '12 Computer Science BSc, Brunel University (2.1)

London, England

Completed my final year project by investigating how educational gaming can be used as a channel of communication between international Physics organisations (i.e. CERN) and A-level Physics students through an open-source android game.

As part of my placement I also acquired a **Diploma in Professional Development** for my work in CERN.

Built a GUI based Java tool to demonstrate and visually compare different sort algorithms. Built a command line game in Java to demonstrate object orientation.

Key modules: Software Engineering, Software Project Management, Computation, Algorithms & Implementation.

Foundations of Information Technology, Brunel University Built a command line tool to demonstrate different mathematical functions in C++.

London, England

Sep '99 - Jun '06

Canon Palmer Catholic School

London, England

Graduated with Advanced Level certificates in: Information Communication Technology (C), Mathematics (D) and Physics (E), including AS-Level in Business Studies (C). Achieved 10 GSCE's including high grades in: Mathematics (A), Science (A) and Computing (A).

#### **Industrial Placement**

Jun '10 - Jul '11 Technical Student, CERN Geneva, Switzerland

- Involved with designing, building and implementing a working GUI-based XML-Editor that produced PLC (Programmable Logic Controller) code and utilizes the NFS network for storage. It was a large project and is used to help the engineers produce PLC code in a shorter period of time without needing expert knowledge of a PLC.
- Extensive use of Agile methodology; development progression via iterative prototyping, continuous code refactoring including implementing some features of Scrum such as a weekly sprint of tasks to-do, tasks currently being done, and completed tasks.
- Included development work in Java, XML and Python; as well as integrating ant build scripts and updating the code-base under, subversion, a version control system.
- Worked with supervisor on initial project planning; different clients would request feature changes and submit bug reports via JIRA. Also worked alongside many French speaking employees and took two French learning courses to increase personal knowledge of the language.

- Parallel to building the project, involved with providing aid in the running and organising of social events for students under 30 years old. Organised monthly **networking** event for new arrivals to CERN and invite everyone so that the new people would easily integrate with others.
- CERN offers every employee the chance to expand their knowledge on any platform domain so it was easy to self educate about different technologies such as XML, XPATH, Python, and Agile development.

## **Employment**

Apr '10 - May '10 Freelancer, Mikamai

London, England

Updating the company's website to include a new portfolio layout using an open-source CMS (content management system) platform. Also tasked with updating the Wordpress blog layout and implementing Facebook as well as managing the Facebook page to increase brand awareness.

Sep '09 - Dec '09 Freelancer, Diffiniti

London, England

Working with a team of people who specialise in Search Engine Optimization (SEO) for various large clients. Work involved submitting client information to on-line directories, clients involved: Sky and AutoTrader.

Nov '06 - Aug '07 Busser, The Old Spaghetti Factory

Whistler, BC, Canada

Clearing and resetting tables as fast as possible to ensure a quick turnover of customers to the restaurant.

Nov '06 - Jul '07 Sandwich Artist, Subway

Whistler, BC, Canada

Constructing professional looking sandwiches to a customers' expectation with a high level of cleanliness.

# Volunteer Experience

Aug '11 - Aug '11 Global Hope Network Short Term Team

Dire Dawa, Ethiopia, Africa

Spent a week volunteering with some of the world's poorest. Involved working with building communities between 3 different villages by organising football matches and creating dialogue with the village elders.

Oct '06 - May '07 Whistler Village Host

Whistler, BC, Canada

Providing way finding assistance to visitors as well as information and history of the village.

Oct '06 - Dec '06 Maurice Young Millennium Place

Whistler, BC, Canada

Verifying event tickets on the door as well as helping to set-up or dismantle the theatre stage.

Nov '06 - Dec '06 Whistler Film Festival

Whistler, BC, Canada

Interviewed people and conducted surveys around the village to record peoples' feelings of the festival.

### Interests & Activities

- Young @ CERN & Technical Student Social Organizer; Organised and managed monthly social events for the students working in CERN. This helped to build a community between the students & improved social interactions.
- Participated in **Start-up Weekend Geneva 2010**, involved with a team that aimed at creating a fashion company by re-using unsold products from large clothing distributors and **Start-up Weekend Lausanne 2011**, involved in a team that aimed at building a geo-localisation application focused on providing local shopping deals. The Start-up Weekend events focus on building a start-up company from idea to demo over a 56-hour period in one weekend.
- Assistant Organizer for the Graduate Developer Community, help to create and schedule new events with the other organizers. Attended various events including an introduction to using Agile methodology.
- Member of the **London Java Community**, attended various different events as well as being a member of several other meet-up groups such as: London Android Group, PHP London Group and Facebook Developers Garage London.
- Attended DroidCon 2011, an **Android developers conference**, TEDxGeneva 2011, LiFT 2011, and participated in open-source start-up events aimed at teaching students how to get started with an open-source project: from how to commit changes; to forking when building new features.
- Avid snowboarder and thoroughly enjoy travelling.

### References

Available on request