

Edmond Bullaj

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Personal Profile

I am a full-stack developer who recently changed paths into the tech industry. Programming is one of the most versatile skills to have in today's society so I made the exciting change to explore this new avenue. Though specialising has its benefits, I lean towards broadening my understanding of all aspects of programming to view systems as a whole. I thoroughly enjoy the design aspect of front-end work as well as taking on the challenges of back-end systems.

The growth mindset promoted in the industry is something I have come to embrace. I have always been an advocate for "healthy body, health mind" and it is nice to see that the industry shares this value. I'm always looking to grow, working on new projects to hone my skills as a developer. I stay active in life trying new things and learning as much as I can about people and ideas along the way. I believe I can bring this attitude to any team I join.

Tech Education

Makers Academy - Software Engineering Bootcamp

Portfolio - <https://github.com/edmond-b>

Key skills gained	Languages Learnt	Technologies	Other
Agile workflow	Ruby	Sinatra	Blender
Pair programming	JavaScript	Node.js	Unity
Continuous deployment	HTML	Express	GIMP 2.0
Object oriented programming - OOP	CSS	React	
Test driven development - TDD	SQL	PostgreSQL	

Work History

Kevin Nye Brickwork & Pointing

Role: Labourer (Aug 2020 – Dec 2020)

- With no prior pointing experience, I was able to pick up the skills required rapidly, pointing the most viewed part of the home (the front) within three weeks.
- Communicating with customers, understanding their needs and applying this to the project.

Computer Exchange – CeX

Role: Store clerk (Sept 2019 – Dec 2019)

- Gained communication skills through interacting with customers.
- Presentation and product management from maintaining stock and displays.
- Keeping well informed about new technologies to provide reliable information for customers.

K Papastamatis Building Contractors Ltd

Role: Labourer (July 2019 – Sept 2019)

- Adapting quickly to change, working on a large-scale project meant every week brought a new challenge as the project progressed.
- Management skills from maintaining inventory and material orders.
- Excellent relationships built with all staff - being a mobile employee meant regular changes to the teams and projects I was involved in.

Specsavers Opticians

Role: Clinical Assistant (May 2017 – June 2019)

- Managing the clinic by means of patient arrivals, appointment booking and cancellations.
- Ensuring patients are referred correctly and efficiently from one department to another.
- Conduct preliminary examination on all patients in preparation for a full eye examination
- Perseverance and problem solving with complex patients that require extra time for in-depth reviews.

Brook House

Role: Building maintenance (Summer 2014)

- Use of SCS system to keep track of air, water, heating and electrical systems in the building
- Time and task organization, managing maintenance & repair schedule for building systems.

Celebrity Talent Academy – CTA

Role: Office assistant (Jan 2011 – Sep 2013)

- Providing students and parents of candidates with information in person and over the phone.
- Writing the academy's evaluation forms for potential future candidates.
- Managing the flow of candidates throughout sign in and audition process.

Qualifications

Makers Academy (April 2020 – July 2020)

Software Engineering Bootcamp

Visit Git Hub page for Portfolio - <https://github.com/edmond-b>

Brighton University (Sept 2014 – June 2019)

Mechanical & Manufacturing Engineering

Certificate of Higher Education in Engineering & Mathematics.

Ealing, Hammersmith and West London College (Sept 2012 – June 2014)

A-level: Mathematics, Biology and Physics

AS-level: Psychology

Brentside High School (Sept 2006 – June 2012)

Physics

Maths

Biology

Chemistry

English Language

English literature

Religious Education

Drama

Computer Design

Physical Education

Sport Science

Other Skills

Bilingual - Fluent in English and Albanian

3D Modelling

Graphic Design

Personal interests

Martial Arts - Over the last decade, I have consistently practiced Boxing, Ju-Jitsu, Wrestling and Muay Thai, which have all taught me great self-control and humility.

3D Design - From a young age I have dabbled in 3D programs such as Blender, Sketch-Up and Endorphin. Though it is just a hobby, I have become quite adept in both hard surface and soft body modelling, created renders of plans that were carried out on our home.

Motorcycles and Mechanics - I have been keen on motorbikes for years and have carried out all maintenance myself, including stripping the engine and rebuilding it.

Golf – Picking up golf as a hobby has been the source of both great pleasure and deep frustration.

Thank you for considering my application.