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Finnley Grange

Summary

I started with a passion for games development, studying it at college and creating multiple 3D games during my studies. However, I discovered a broader interest in using technology to solve real-world challenges and enhance people's lives. This realization led me to pursue software engineering.

Building on my experience with C# in Unity, a language I deeply appreciate, I continued to explore its applications, delving into object-oriented programming, console applications, and WinForms. Looking ahead, mastering ASP.NET Core is my next aspiration, as I aim to refine my proficiency in C#, a language that resonates with my passion for software development.

As I progress through my software engineering course, I've discovered a passion for building web applications using technologies like React and Bootstrap. I've created practical projects like a to-do list and my portfolio website while learning these frameworks. Additionally, I'm eager to expand my skills further by learning Express.js for backend development.

Education

Sheffield Hallam University *[2022 - 2026]*

- Bachelor of Engineering (Hons), Computer Software Engineering

Barnsley College *[2020 - 2022]*

- UAL Level 3 Extended Diploma, Creative Media, and Technology in Games Development

Stocksbridge High School

- 9 GCSE's 4-6 *[2015-2020]*

Skills

Hard Skills

- C# • Console • WinForms • Object-Oriented Programming

- HTML5 • CSS3 • JavaScript • React • Bootstrap • PHP • SQL • XAMPP

- Git • GitHub • Visual Studio • Visual Studio Code • Unity

Soft Skills

- Growth mindset • Teamwork Skills • Problem Solving • Adaptability

- Continuous Learning

Interests

- Playing Guitar • Coding • Video Games • Online Learning and Education

- Explore YouTube's in-depth topics: horror, history, universe.