Oliver Bell

github.com/freshollie

A knowledgeable, passionate, British computer programmer. In final year of study towards a BSc (Hons) Computer Science at Coventry University, currently achieving a First. Expertise in design, development, and deployment of high availability, microservice, backend software. With plenty of practice working in software teams, gained from work experience both in the UK and abroad, aspiring to be a software engineer after graduation in 2019.

Employment

Alelion Energy Systems GmbH, Pullach, Germany

Full Time Software Engineering Internship (August 2017 - September 2018)

- Developed HA software for their distributed energy storage platform
- Worked with Docker, Python, TypeScript, C++, and Java
- Wrote their main time-series API which used Scylla (cassandra) for a data backend
- Designed and wrote an orchestrator for dynamic service deployment to a docker swarm
- · Worked as lead in a small team to re-write their main "Control-Center" UI
- Designed and implemented many microservices to split-up their UI backend

IndiCater Software LTD, Henley-On-Thames, UK

Full Time Intern Software Developer (July 2014 - August 2014) (July 2015 - September 2015)

- Developed web-based software used for management of back-of-house catering
- Wrote server-side VBscript, and frontend javascript
- Took over development and maintenance of their undocumented customer support site

Tech



Interests

- Programming
- Reverse engineering
- Free Software
- DevOps
- Skiing
- Film-making
- Electronics

Other skills

- UK Driving license and car
- A2.2 German

Part-time

- McDonalds (2013-2017)
- Compass (2016-2017)

Education

BSc (Hons) Computer Science - Coventry University (2015-present)

Year 2 ~ 73% (1st)		Year 1 ~ 76% (1st)	
- Real world Project	84%	- Enterprise Information Systems	80%
- Operating Systems, Security, Networks	71%	- Designing for Usability 1	65%
- Programming, Algorithms and Data Structures	88%	 Computer Architecture and Networks 	69%
- Data and Information Retrieval	56%	- Introduction to Computing	80%
- Software Engineering	71%	- Introduction to Algorithms	92%
- Tech & its Social, Legal & Ethical Context	56%	- Logic and Sets	81%
- Android Development Skills	80%	- Foundation of App Development with Microsoft .Net	72%

A Levels and GCSEs - Edgbarrow School, Crowthorne (2008-2015)

- Computing A Level (B) & GCSE (A)
- Maths A Level (C) & GCSE (A*)

Projects

Embedded Android Headunit

During my late teens I spent the majority of my freetime developing custom software and hardware to embed a Nexus 7 tablet into the dashboard of my car. The focus of the project was reliability, which ended up being very hard to perfect. I have open-sourced all of the software I wrote to complete the headunit, available on my github.

Online game injection

At age 16, I was at the forefront of reverse engineering a children's online game called Toontown. The client was written in python and so, even though we couldn't read the sourcecode, arbitrary python code could be injected and executed in the game. I successfully released videos and sourcecode on the topic, which I was paid for by advertisements on the videos.