

# HENRY BOOKER

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Software Engineer

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## PERSONAL STATEMENT

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As a recent computer science postgraduate of the University of Wolverhampton, I am seeking to pursue a career in software engineering, advancing my current skillset and put existing knowledge to use in a practical fast-paced commercial environment. I am a very self-motivated and hardworking individual with a love of all things technology. From a young age I was fascinated in the customisation of both software and hardware. My passion of computing hasn't changed at all and I'm still interested in facing new challenges through the development of software solutions.

Having held positions of responsibility in the past, my future career goal is to gain managerial responsibilities in the software industry where I would not only play a role in the production of exceptional software but also aid the development of those I work alongside.

I have demonstrable flexibility and communication skills having held various freelance positions during my studies. Through such experience and that gained through my studies, I am highly confident in my personal management and team working skills, research abilities and capability of deciphering client requirements.

I am looking to secure a long-term role with a leading software development company where I can aid with client growth whilst also further refine my own skillset.

## EDUCATION

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MSc Computer Science

*University of Wolverhampton*

- Focus: Introduced artificial intelligence practices into game reward and achievement functionality using Unreal Engine 4.
- Related Work: Team leader role for interactive open day project, Angular web app development building a single-page media database, implemented databases into an android blog application, led a team based web development project for producing an interactive open day for the university.

**BSc Computer Science (Hons) Games Development** (First Class)

*University of Wolverhampton*

- Focus: Researched immersive opportunities presented by Virtual Reality technologies. Produced a horror genre video game in Unreal Engine to contrast traditional gaming against the introduction of a Oculus Rift VR headset.
- Related Work: Various Unreal Engine projects such as a multiplayer platform puzzle game, introduction to AI through JavaScript, other various JavaScript web implementations such as media manipulation, introduction to version control via git/Gitlab and the use of three.js to develop entirely custom 3D games.

Pearson BTEC Level 5 HND in Computing and Systems Development (QCF) - Distinction

*Boston College*

- Related Work: Introduction to Java, further development of C++ skills moving toward the object orientated paradigm, CryEngine shooter-game development with large range of features, advanced database design and management via Microsoft Access, more

advanced CSS development without using existing libraries and briefly experimenting with HTML5 canvas concepts.

Pearson BTEC Level 4 HNC in Computing and Systems Development - Distinction

*Boston College*

- Related Work: Introduction of PHP building custom CMS systems to dynamically change site content, further Networking and server configuration for Windows and Linux environments, Introduction to procedurally programming C++ with a focus on implementing mathematical sorting algorithms

IT Extended Diploma Level 3 - Merit

*Boston College*

- Related Work: Introduction of computer math, Visual Basic with Event driven programming, introduction to HTML & CSS development, Networking and server configuration, introduction to working with hardware in a professional environment.

Sixteen GCSE's (or equivalent) from AQA, Edexcel, City & Guilds and OCR with grades ranging from grades B to C

*Haven High Technology College, Boston*

- Qualifications Include: English Language, English Literature, Various Mathematic and Statistics subjects, Science and additional science subjects, ICT, B-Tec Sport, Art, Religious Education, Citizenship and Adult Literacy & Numeracy.

## SKILLS & ABILITIES

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### TECHNICAL

- Programming Language Experience
  - Python
  - C++
  - PHP
  - HTML
  - CSS
  - JavaScript
  - Visual Basic
  - SASS (learning)
  - Java (some)
- Framework Experience:
  - Django
  - CodeIgniter
  - Bootstrap
  - Angular
- Libraries/Databases/Other technical tools
  - MySQL
  - MongoDB
  - jQuery
  - three.js
  - git version control

- Experience using external API's
- Software Experience
  - Unreal Engine 4
  - CryEngine 3
  - Blueprint visual scripting for game development
  - Android Studio
  - Autodesk 3ds Max 3D Modelling suite
  - Windows OS (expert)
  - MacOS Operating Systems
  - Some Linux based Operating Systems
  - Microsoft Office applications including extended tools such as Visio and Project
  - Apache server website configuration
  - Experience using cPanel & phpMyAdmin database management
  - Experience using business privacy tools such as proxies & VPN technologies
  - Adobe Dreamweaver & Serif Web Plus website building software packages
  - Communication services such as Slack, Skype & Discord
  - Version control software including Github & Gitlab
  - Collaboration management service Basecamp
  - Apple Keynote & Pages
  - A wide range of IDE's such as Visual Studio, PyCharm & Eclipse
  - Virtual Machine technologies including Oracle VirtualBox & Parallels
  - Remote control software such as TeamViewer & VNC services
  - A wide range of cloud storage solutions such as Backblaze and Gdrive
- Other technical Experience
  - Capable of following various development methodologies including SCRUM and waterfall development lifecycles Video encoding technologies
  - Requirement/bug testing software such as black/white box testing
  - Experience managing various web forum systems
  - Hardware construction for both desktop and server equipment
  - Networking experience primarily for server configurations
  - Experience with audio/visual multimedia manipulation
  - Experience with Video editing such as creating trailers for video games
  - Experience using a wide range of network transfer protocols such as FTP and SSH
  - Team resource management such as the management of time and requirements
  - Data visualisation, changing sales numbers and percentages into visual graphs

## CREATIVE

- Creative Experience
  - 2D UI/UX Design - The majority of projects I have had involvement in have prior planning not only from a functional point of view but also the user interfaces and user experience has been considered. This is mostly self-taught as I find it important to make that software not only works but looks good to the end user.

- When a client is not able to produce a design vision for their product, I have previously offered to shape their vision by offering choice and figuring out what catches their eye.
- I have some educational experience working in game design where concepts have been expanded on and graphical storyboards have been developed as visual representations for developers to refer back to.
- Related Software Experience
  - Adobe Photoshop
  - Serif Graphical Suites such as DrawPlus, PhotoPlus & Afinity
  - Digital illustration via Procreate (iPad tablet digital artwork)
  - Adobe Premier Pro
  - I have an understanding of audio production suites such as FL Studio and Audacity

#### MANAGEMENT & LEADERSHIP

- Responsible for over 50 students as On-site staff Warden during my HND studies at Boston College. During this time I maintained close communication with other Boston College staff, dealt with numerous arising issues and followed expected disciplinary procedures with problematic students. At times I also arranged clubs to keep students entertained.
- Held a team leader position for a group of 8 members developing an interactive open day website solution for the University of Wolverhampton. I received a high grade of 91% as a result. Responsible for recording team activity, maintaining progression through agile development and confirming team members are fulfilling their role requirements.
- Managed a small team of 3 producing a multiplayer 3D platform puzzle game in Unreal Engine. I was responsible for maintaining communication between lead developers, getting involved in the development stages where required as well as producing suitable artwork and other assets to be seen in-game.

#### SALES

- Completed a handful of minor freelance software projects that required various amounts of planning prior to any development. Clients with vague requirements were provided with multiple options as to reduce the need for later change. This has led to positive feedback for being accommodating but has also been a preference so clients are assured of what they can expect of their end product.
- I have customer support experience working in a retail environment where communication was key. This position also extended my phone etiquette and cash handling skills.
- During my education I presented many of my (or my teams') developments. Presentations were given to large audiences of peers and lecturers but were considered sales pitches and were part of the grading criteria.

#### OTHER GENERAL SKILLS

- First Aid & Fire Safety trained as part of my employment with Boston College
- Classically trained in Karate, nearing black belt before relocating as a teenager
- Badminton enthusiast having trained alongside semi-professional family members
- Experience with manual handling

## EXPERIENCE

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- **Freelance Website Development project for Robert Bourne** (May 2018 - June 2019)
  - Solely responsible for the development of a completely custom Django-based application to rival competitor websites like IMDb and TMDb
  - Massively improved my personal python skills as time progressed working on this project
  - Produced functionality that collects and stores data from a handful of external API's while also offering an internal REST API feature for users to request the site's unique data
  - Produced functionality for secure logins, user account profiles and management, staff-only user functionality, created presentable content pages with high level of error handling when data is unavailable
- **Freelance web developer & logo design for Acuity Security** (February - May 2018)
  - Primarily a configuration project making use of an existing forum service but heavily customised to the client's requirements.
  - Originally requested a completely custom web platform focused on the recruitment and management of security personnel. With budget and time being a major concern the suggestion was made to configure a forum board capable of meeting most of the requirements.
  - I also completed additional graphical work such as custom logos and official document templates which were later requested
- **Freelance Website Developer for international company Romexim Direct SRL** (March - October 2017)
  - Was responsible for the introduction of an online presence for the company and was instructed to design and develop a site comparable to that of competitors
  - The client required a platform to display their products, product specifications and list available stock from existing database sources
  - Communicated with my client both verbally and in writing, liaising in order to overcome the barrier set by different time zones and distance.
  - As there was no solid vision for what was expected, multiple designs with varying styles were produced to provide a selection prior to development.
  - Had close communication with a supporting team member who provided suitable translations for the project
  - Provided extensive written and verbal communication throughout the span of the project mostly following an agile approach to development. The client requested a handful of minor changes as time progressed and so timeframe needed adjusting. However, overall the project was a success and all expectations were met.
- **Site Staff Warden for Boston College UK** (July 2014 - July 2015)
  - Responsible for the safety of over 50 students outside of college working hours
  - Attended regular weekly meetings with other Halls of Residence staff and security personnel
  - Sharpened professional written communication skills
  - Was responsible for deescalating and negotiating compromises between neighbouring students
  - Gained experience following existing disciplinary procedures with problematic individuals
  - Gained first aid and fire safety certification during my employment with Boston College
- **Warehouse Employee for Molan UK** (June - August 2013)
  - Temporary position held during the summer holiday period whilst not timetabled for further studies at Boston College
  - Originally assisted with manual handling and warehouse cleaning duties but was later moved to a product production and packaging team

- **Sales department employee for Sports Direct**
  - Providing excellent customer service assisting visitors to the store whenever possible
  - Primarily tasked with operating tills, cash handling and keeping parts of the store neat and tidy
  - Was responsible for reducing theft in the store by keeping track of what products goes in and out of changing room with customers
  - Learned to manage and deescalate arising issues with displeased customers
- **Freelance 2D Logo Design for Boston Railway Club**
  - Brief request to produce a range of potential logos in order for my client to update the image of their club
- **Assisting IT Technician at Staniland Academy**
  - Two month work experience placement shadowing a senior IT Technician for the primary school
  - Gained verbal communicative experience by discussing issues with staff and younger school students
  - Surprised staff with prior experience with rebuilding hardware and configuring software
- **Stand Setup & Sales Employee for Boston Market**
  - First ever job! Taught me patience and work etiquette
  - Primarily responsible for manual handling, loading and unloading fresh produce ready for transport
  - Responsible for cash handling during times of busy sales
  - Introduced me to customer service

## REFERENCES

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References are available on request.