HENRY BOOKER

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PERSONAL STATEMENT

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

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 and Android database blog application.

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, JavaScript AI concepts, 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 & Systems Development – Distinction – *Boston College*
- Related Work: Introduction to Java, further development of C++ skills moving toward the object orientated paradigm, CryEngine FPS development project, Microsoft Access advanced database design, advanced CSS development without existing libraries and briefly toucing on HTML5 canvas concepts.

Pearson BTEC Level 4 HNC in Computing & Systems Development – Distinction – *Boston College*
- Related Work: Introduction of PHP building custom CMS systems to dynamically change site content, further Networking and server configuration via Windows and Linux, Introduction to 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.

16 GCSE's (or equivalent) 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, HOBBIES & INTERESTS

TECHNICAL

- Programming/Scripting Languages

    Python, C++, PHP, HTML, CSS, JavaScript, Visual Basic, SASS (learning), Java (some)

- Framework Experience:

    Django, CodeIgniter, Bootstrap, Angular, Vue.JS, Laravel (learning)

- Libraries/Databases/Other technical tools

    MySQL, MongoDB, jQuery, three.js, git version control, experience using external API's

- Software Experience

    - Game development via Unreal Engine 4, CryEngine 3 and have used blueprint visual scripting
    - Mobile development via Android Studio
    - Windows OS, Mac OS and Linux (basic) Operating Systems
    - Microsoft Office suite including Visio and Project & Apple iWork suite
    - Apache server website configuration, experience using cPanel & phpMyAdmin
    - Communication services such as Slack, Skype & Discord
    - Version control software such as Github, Gitlab and Bitbucket
    - Team collaboration management via Basecamp
    - Virtual Machine technologies including Oracle VirtualBox & Parallels
    - Business privacy enhancement via proxies & VPN technologies
    - Remote control software such as TeamViewer & VNC services

- Other technical Experience

    - Used multiple development methodologies such as SCRUM and waterfall development lifecycles
    - Have experience using various video encoding technologies
    - Requirement/bug testing software such as black/white box testing
    - Hardware construction for both desktop and server equipment
    - Networking experience primarily for windows server configurations
    - Experience with audio/visual multimedia manipulation
    - 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 – Whenever working on a personal web project, I'll always take the time to plan and design not only from a functional point of view but also the user interfaces and user

experience. This is mostly self-taught and during my educational projects often made me stand out amonst others.

- I have some educational experience working in game design where concepts and storyboards have been produced to ensure visual representations are available for developers to refer to.

- Related Software Experience
  - Photo and design via Adobe Photoshop & Illustrator (learning), Serif DrawPlus/Affinity
  - Digital illustration via Procreate (iPad tablet digital artwork)
  - 3D modelling via Autodesk 3ds Max and Blender
  - Video editing via Above Premiere Pro & Sony Vegas Pro
  - 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 though 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 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

HOBBIES

- Fixing up computer hardware, tinkering with new software technologies, binging televsision series, playing multiplayer video games with friends, moderating a handful of online forums, attending the gym, playing badminton and spending time with my wonderful girlfriend.

EXPERIENCE

- **Junior Web Developer at Jones & Palmer** (Sept 2019 - Oct 2019)

  This position was based at a printing & corporate digital portfolio company in Birmingham where I was responsible for producing mobile-first responsive websites working both as part of a team and individually. This was a short lived position with my partner needing to relocate for her studies.

- **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. Interaction with multiple external API's, secure forms for addition of new data to databases, produced secure login functionality with basic staff management system and produced a mobile friendly experience via Bootstrap to deliver presentable media information to users.

- **Freelance web developer & logo design for Acuity Security** (February 2018 - May 2018)

  Primarily a configuration project making use of an existing forum software with addition modifications to meet client requirements.

  Originally requested an entirely custom web application focused on the recruitment and management of security personnel. With budget and time issues, the suggestion was made to move to a forum system capable of meeting most of the requirements. I also completed additional graphical work such as custom logos and official document templates.

- **Freelance Website Developer for international company Romexim Direct SRL** (March 2017 - 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.

  This project required product pages detailing full specifications, general business and affliliate information and current stock readings from existings database sources.

  Flexibility was required in order to overcome time zone barriers whilst remaining communicative with my client. Had close communication with a supporting team member who provided suitable translations for the project.

- **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 was responsible for both deescalating and negotiating compromises between neighbouring students. During this position I gained experience following disciplinary procedures with problematic individuals and gained first aid & fire safety certification.

- **Warehouse Employee for Molan UK** (June 2013 - August 2013)

  A temporary position held during the summer period whilst not timetabled for furthers studies. 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**

  A position where I continued my retail and customer service experience. I was responsible for assisting visitors to the store, operating tills and cash handling whilst keeping parts of the store tidy. I was also responsible for mitigating theft within the store and deescalate issues with displeased customers.

- **Assisting IT Technician at Staniland Academy**

  A two month work experience placement shadowing a senior IT Technician for the primary school. During this placement I gained communication experience dealing with other members of staff as well as students. I surprised staff with prior experience rebuilding hardware and configuring software, praised as exceptionally helpful to have around.

- **Stand Setup & Sales Employee for Boston Market**

  This was my first ever job! Taught me patience and work etiquette, dealing with making sales and introduced me to customer service

REFERENCES

References are available on request.