Oliver Bryan

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Professional Experience

Junior Software Developer   Feb 2025 - Present
DTI Services   *Remote, UK*

- **Description:** Collaborated in a small team using Jira to deliver and upkeep full-stack web applications.
- **Projects:**
  - Developed PrayerBud, a faith-based social platform facilitating sharing of support and prayers within communities.
  - Created MassMailer, an internal Node.js tool for controlled email dispatch in large-scale marketing campaigns.
- **Technologies:** React (Next.js, TypeScript), Node.js, PostgreSQL (via Prisma).

Education

BEng Software Engineering 2nd & 3rd Year
University of Westminster

- On track to graduate with First Class Honours.
- 2024-2026

BSc Computer Science 1st Year
London South Bank University

- Moved to the University of Westminster for 2nd and 3rd years, to study Software Engineering (BEng).
- 2023-2024

UAL Level 3 Extended Diploma in Games Design and Development (Distinction)
East London Arts & Music (ELAM)

- Sep 2021 - Jun 2023

9 GCSEs (one grade 9, seven grade 8s, one grade 7) including Maths and Computer Science
Hornchurch High School

- Sep 2016 - Jun 2021

Projects

glimpse
Social photo sharing app

- A full-stack social app designed for sharing photos with friends and family, inspired by the simplicity of early social media.
- Features include photo uploads with cropping, customizable profile themes, commenting on posts, and push notifications.
- **Stack:** Next.js (PWA), TypeScript, PostgreSQL, and Prisma.

Watercooler
Virtual workplace organisation and communication system

- A virtual office prototype designed to bring spontaneous, "walkie-talkie" style communication to remote teams.
- Supports instant audio calls, video chat, and screen sharing to emulate the collaborative atmosphere of a physical office.
- Powered by a self-hosted LiveKit instance for real-time WebRTC communication.
- **Stack:** React, PostgreSQL, WebRTC, LiveKit

MIZU
Trading card game (Discord Bot)

- Led a four-person team to develop and scale a Discord bot for an anime trading card game, reaching a peak of over 4,000 players.
- Oversaw the full project lifecycle, including system architecture, application development, and deployment on a self-managed VPS.
- **Stack:** Node.js, TypeScript, Express, PostgreSQL, AWS S3, EC2