Ian Anthony King

Website | LinkedIn | Twitter

Software Developer with a background in Science Education. Graduate of and Coding Mentor @ Manchester Codes.

Skills

Some of the technologies I have worked with, please note this list is not exhaustive: `Arduino` `AWS` `Babel` `Bootstrap` `Expo` `Express` `Git` `JavaScript` `Jest` `Mocha` `MongoDB` `Node` `Python` `Raspberry Pi` `React` `React Native` `Webpack`

Fast Learner 🏃

I learned to code with the Manchester Codes intensive 24 week course. This was studied part-time in addition to working full time as a teacher in a secondary school. While studying, I was introduced to several new technologies, such as React, Express, React Native and Expo.

Prior to Manchester Codes, I was able to self learn Python and JavaScript. This was at a level sufficient to teach basic coding in school.

Problem Solving 🔎

My background in Forensic Science has given me a methodical approach to problem solving. This is coupled with my teaching of computational thinking skills at a secondary school level. From this, I am confident in my ability to break down problems and devise solutions.

Teaching :man_teacher:

I am passionate about teaching and am a coding mentor at Manchester Codes. I have also help other people to learn to code at events such as Full Stack of Pancakes.

Projects

The Pirate Gui

The Pirate Game is a popular end of term activity for a lot of teachers and their classes. Originally published on TES, it is a game of luck and strategy. On top of this are some practical Maths skills such and handing grid references and keeping track of your pirate gold.

The Pirate Gui is a graphical tool for choosing and displaying random grid references as well as recording the turn order, just in case any disagreements happen. The page is built in vanilla javascript, with an object oriented approach to handling the map and grid references.

This App was built in pure JavaScript, with an object oriented approach to managing the game board.

CMail

A simulated email client for teaching Functional Skills English. Built in react as a single page application. Learners can reply to one of the messages in the inbox, or start from scratch with a new email. Clicking the send button formats the text for printing or saving as a pdf. Clicking back from an email in progress stores it for later.

This application was built in React, with Material UI components.

GeoGraffiti

My final project (with Johnny Edge) for the Manchester Codes course. Intended as an Instagram-type application, users can upload pictures of graffiti which are then displayed on a map at the location the picture was taken (using the location data embedded in the image). Users can also explore the map to find other pictures of graffiti and street art.

This app was built in Expo, with React Native. The companion api was build in express and deployed to Heroku. Images were stored on AWS S3.

Education

Manchester Codes (Aug 2018 - Feb 2019)

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- 24 Week Intensive Part-Time
- Javascript Fundamentals
- Front-End Development
- Back-End Development
- Final Project
```

Manchester Metropolitan University (2014 - 2016)

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- PGCE Secondary Science
- Pass
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University of Sheffield (2008 - 2010)

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- MSc Human Osteology and Funerary Archaeology
- Pass with Merit
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University of Lincoln (2005 - 2008)

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- BSc Forensic Science
- Upper Second Class Honors
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Experience

Coding Mentor - Manchester Codes (April 2019 - Present)

I am currently working part time with Manchester Codes. This involves supporting students with coding and any issues that may arise with the development environment.

Interests

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- Sewing
- Painting
- Gardening
- Cooking
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