

Aspen Thompson

BSc Computer Science with Games Programming

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Software engineer specialising in web and mobile application development, with experience working remotely using Agile principles at both startup and enterprise level, where I have been progressing quickly.

A high achiever during University, I obtained multiple awards, including first place at the Huddersfield Santander & Enterprise Game Jam, two second place awards and one first place award at the Game Republic Student Showcase 2022, and the course Student of the Year award.

Work Experience

Post Office Ltd, 2022 - Present

Graduate Full-stack Developer, June 2022 - February 2023

Full-stack Developer, March 2023 - Present

Following completion of my degree, I turned down an offer from Beaconsoft to take on a new challenge with the Post Office. Entering as a graduate level developer, it was agreed that I would be promoted to mid level in December 2022, and am currently in talks to progress again to senior level, after it being agreed in April 2023.

Working on the New Branch IT (NBIT) and Strategic Platform Modernisation projects, I have been part of work that aims to replace all current branch IT equipment and back-end services by 2025. More specifically, I have spent the vast majority of my time working on the Counter Terminal (CT) project, developing the application that will run on the new electronic point of sales devices. This development started out with a React Native Android app, with a web simulator version running on React Native Web. Outside of work on the CT application, I have also gained experience working on our back-end services and our scripts, which are written in Go; our Java device server, which links external devices such as the receipt printer and PIN entry device (PED) to CT using WebSockets; and our CI/CD workflows, that use GitHub Actions and Argo CD. I recently lead the effort to modernise our application's build and testing processes, drastically reducing startup, build, and testing time.

I have again been working almost completely remotely, with only around 4 in person sessions per year. As part of a large organisation undertaking a huge business transformation project, I have gained experience working to rigid deadlines with tight compliance requirements. This is especially notable in our work on banking. I lead the implementation of the PED in CT, and, working with the banking team, had to ensure that our implementation would pass the auditing processes of our banking provider.

Web Developer, Beaconsoft Ltd, 2020 - 2022

Originally started as a University placement, my contract was made permanent after completion of the placement to allow me to continue to work with the team through my final year.

I again worked throughout the stack, taking on responsibilities including configuration of various AWS modules, MySQL database design and deployment, API development using PHP, and frontend development in React. I was heavily involved in the creation of the namesake web-app Beacon (now known as Veracity Trust Network - Ad Fraud Protection) and its mobile companion app) and lead the design and development of Overlord, our in house admin console.

Working remotely as part of a startup which had just completed series A funding at the time of my joining allowed me to gain experience of working with a small group with an agile ethos, often working independently for large periods of time, being trusted to complete discovery, research, design, documentation, and implementation of features with minimal oversight.

Apprentice Full Stack Web Developer, SNT Group, 2015 - 2016

Liaised with managers and clients to ensure designs and implementations were within specification. Worked to tight time schedules to meet deadlines. Configured Ubuntu servers for projects, usually using a LAMP stack but also using Node.JS. Created the frontend for client sites using PHP, Wordpress, and Angular.JS.

With SNT Group, I was tasked with updating both the in house marketing and management websites, as well as interacting directly with contract clients to design and implement bespoke websites and applications. During my time with SNT, I expanded upon my existing web development skills to include server configuration and app development, building for Android, and with AngularJS, MySQL, and PHP on a LAMP stack. I left SNT with the aim to pursue a degree in computer science.

Technical Skills

Languages: JavaScript, TypeScript, Swift, Java, C, C++, C#, Go, Python, PHP, HTML, CSS, SQL.

Frameworks: React, React Native, Next.JS, Jest, Redux, JUnit, Unreal Engine, Unity, SwiftUI, MySQL, GraphQL

Tools: Git, Bash/Zsh, Vim, Windows, WSL, MacOS, Ubuntu, CentOS

Concepts: Agile, Kanban, CI/CD, TDD, requirement analysis.

Education

University of Huddersfield, 2018 - 2022

Computer Science with Games Programming, BSc (Hons), 1st Class

Course Best Student Award, Winner

Covered a wide range of computer science topics, including AI, software design, and web development, with group work focusing on game design and programming projects.

Dissertation project on creating an iOS app and companion MacOS application using SwiftUI & Metal, utilising an iPhone's LiDAR sensor to create 3D models by scanning physical objects.

The Open University, 2017-18

Computing and IT, CertHE.

Heckmondwike Grammar School, 2009-14

13 GCSEs A*-C

A* Maths, A English Language

References available on request