**JACOB ROLPH**

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<https://jacobrolph98.wixsite.com/portfolio>

# PROFILE

From a young age I have had a passion for computers especially programming. I have continued learning and improving my abilities in my free time. To support my passion for programming I require strong attention to detail with the perseverance to follow through. These attributes help me produce quality software with readable code using a variety of design patterns and principles. I pride myself on my ability to find information and resolve issues independently using online tools, documentation and forums, with an eagerness to learn. I am currently looking for new and exciting opportunities to work within the software sector to expand my horizons, learn more and continue to develop my career.

# SKILLS

**Strong:** Visual Studio Code, Android Studio, Unity – C#, Kotlin, Java, Python

**Familiar:** Eclipse, Studio3T, Neo4J – Rust, React, C++, TypeScript, PHP, mySQL, Cypher, MatLab

**Libraries:** TensorFlow, Pandas, NumPy, Tauri

Software Development Lifecycle – Agile/Waterfall methodology, TDD, CI/CD

Requirement elicitation, conflict resolution

UML, Problem Solving, Big O Notation

Machine Learning, Unit Testing

# Employment & Volunteering history

**Self-Employed Part-Time Carpenter’s Assistant Nov 2021 to Present**

* Communicate effectively to pick up and apply new concepts
* Adhere to schedule and ensure completed work is to standard that satisfies client

**Android Application for Dissertation – Content Delivery Sep 2020 to July 2021**

* Elicit functional requirements from client
* Design, implement and test application
* Incorporates Google Sign-in, Drive, and PayPal API
* Browse products, use filters, save and purchase products.

**Jiu-Jitsu Committee - Treasurer Sep 2018 to July 2021**

* Manage funds, purchases and budgeting for university Jiu Jitsu club
* Communicate with other committee members to organize sessions & travel to competitions
* As a committee member and senior belt, assist in teaching novices beginner concepts and techniques

# Projects

**Android Application – Proximity Reminder Sep 2022 to Present**

* Apply skills with problem domain research to find existing comparable solutions
* Clear documentation of functional requirements and design techniques
* Incorporate Google API, and open-source API from GitHub

**Unity Prototypes – 3D FPS shooter & 3D voxel terrain Sep 2021 to Present**

* Learn how to use Unity and solve problems through online research
* Work around new performance constraints for a smooth user experience
* Discover the performance and architectural limitations of OOP in use cases commonly found in games.
* Deeper knowledge on memory management and how data-oriented programming can be applied using an ECS to optimise cache locality and parallelism.
* Expand on C# knowledge in a new context

**Group Software Project – Zoo Management System Sep 2018 to March 2019**

* Work as a team to plan, delegate and carry out software development lifecycle to a prototype system
* Elicit multiple clients with opposing interests and come to a satisfactory solution using Agile
* Design and implement a function prototype system to present to clients
* Earned HMGCC award

# EDUCATION & AWARDS

**University of Northampton Sep 2017 to Sep 2021**

Software Engineering (BSc) Honours 2:1

**Duke of York Award March 2017**

**Cambridge Academy of Science and Technology – A Levels Sep 2015 to Jun 2017**

(Formerly University Technical College Cambridge)

Computer Science, Mathematics, Physics – B, C, D respectively

**Bassingbourn Village College Sep 2010 to Jul 2015**

10 GCSEs

# REFERENCES AVAILABLE UPON REQUEST