

James Watts

[GitHub](#) | [LinkedIn](#) | [Website](#)

Location: Newport, Wales

Email: jamesw@posteo.org | Mobile: 07449348019

SOFTWARE ENGINEERING GRADUATE

As a recent software engineering graduate, I am excited to bring my skills and interest in programming and a general interest in computer science to a role in this field. I have acquired a strong foundation in programming, algorithms, data structures, and software development methodologies through my degree. As well as this, I have learned how to analyze, design, and implement solutions to various complex problems. Throughout this experience, I have worked on several group projects of varying scopes, both technical and non-technical; these projects have improved my communication, time management and group leadership skills. I am highly motivated to succeed in a role in this field and have a chance to apply my education and experiences to contribute to a company's success while continuing to learn and grow as a professional.

TECHNICAL SKILLS

Languages : PHP, Java, C#, GDScript, Python
Web Frameworks: Laravel, Livewire, React, AlpineJS
Databases : MySQL, SQLite
Other Skills : Unity, Godot, TailWindCSS, BootStrap
Dev Tools : VSCode, Vim, JetBrains, Git, GitHub

EDUCATION

Swansea University
BSc in Software Engineering (Awaiting Classification)

Swansea, Wales
Sep 2020 – July 2023

Relevant Modules

- Web Application Development
- Introduction to Games Development
- Software Engineering and Project Management
- Cryptography and IT-Security

Dissertation *Raspberry Pi, Cybersecurity, Web Application*

- **Creating a Vulnerable Raspberry Pi** - Developing a project which allowed users to run containerised CTF tasks on a Raspberry Pi SBC. Implementing gamification and learning focused features.

PROJECTS

Web Forum *Laravel, Livewire, PHP, MySQL, Git, Docker*

[Source Code](#)

- Designed a modern Web-Forum using **Laravel, Livewire, and TailwindCSS**
- Using Livewire for a **modern user experience**
- Developed using Laravel Sail

Gregynog Game Jam *Godot, GDScript, OOP*

[Source Code](#)

- A **2D game** made in the Godot engine for the Swansea Uni Gregynog Game Jam
- Utilising OOP principles to maintain a clean and easy to maintain codebase.

CERTIFICATIONS

- [Advanced Career Development Course Award](#)