

# James Atkin | Curriculum Vitae

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## Objective

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Undergraduate Computer Science student, currently in the third year of a MSci Computer Science degree. Strong and varied skillset, and a proven team player with industry experience.

## Education

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### Academic Qualifications.....

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| ○ <b>University of Birmingham</b>                                     | <b>Birmingham</b>    |
| ○ <i>Currently studying MSci Computer Science, Predicted high 2:1</i> | <i>2016–present</i>  |
| ○ <b>King Alfred's Sixth Form</b>                                     | <b>Wantage, Oxon</b> |
| ○ <i>3 A-levels, AAB in Computing, Maths and Physics</i>              | <i>2014–2016</i>     |
| ○ <b>King Alfred's Academy</b>  | <b>Wantage, Oxon</b> |
| ○ <i>11 GCSEs, 5A*, 6A, 1B including Maths and English</i>            | <i>2009–2014</i>     |

### Notable Projects.....

- **2nd Year Team Project : 'Battleship Antarctica'**  
In this module, the task was to develop a video game in Java as part of a six person team. The game had to include networked multiplayer, computer-controlled players and audio. As a team, we wrote our own rendering engine, networking code, physics engine, and audio pipeline. This was a challenging task and we were able to successfully complete it by meeting regularly and setting deadlines to ensure everyone stayed on track. We also presented a live demonstration of our game, and produced a report in LaTeX detailing the software engineering processes we had used to plan it.
- **Robot Programming : 'Autonomous Robot Warehouse'**  
The aim of this project was to program a team of LEGO Mindstorms NXT robots in Java/leJOS to navigate a grid on the floor representing a warehouse. The robots were sent jobs where they were required to 'pick up' and 'drop off' items in different parts of the warehouse. I programmed the robots' motion, allowing them to recognise and follow the grid of the warehouse. I also played a key role in the system's integration. Myself and two team-mates programmed together, discussing the code to integrate the various system components.
- **A-level Computing Software Project : 'Creating a Merit System for Children and Teachers'**  
In this project, I liaised with a client to produce a system which they could use in schools to set pupils behavioural goals, and could award them digital 'merits' in return for completing them. I discussed the system with the client to find out the requirements were, produced designs, and created a Windows Forms application using C#. I produced documentation such as a user help guide to assist the end user. Following this, I performed acceptance testing with the client to discuss whether the original objectives were met, their thoughts on certain features, and any desirable extensions to the system.

## Previous Employment

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- **IMImobile Intelligent Networks Ltd.** **Reading, Berks**  
*Java Developer* *July 2018 - September 2018*  
I worked at IMImobile for a number of weeks over my university summer holiday. I spent this time programming new features using Java, building them with Maven, and pushing to Git when complete. I worked in an Agile environment where I took part in daily Scrum meetings and worked with developers and project managers to plan sprints of work. I learnt a lot in this time, and was able to gain valuable industry experience using technologies I had encountered at university.
- **Infracast Ltd.** **Reading, Berks**  
*Junior Software Tester* *July 2017 - September 2017*  
As a tester, I was responsible for running regression and performance tests in staging environments including web portals and Windows Services. This involved updating and logging issues in a project management tools, as well as liaising with others in the company to understand requirements.  
I feel that this role was highly beneficial to me as a programmer as it allowed me to see firsthand the kinds of bugs that can occur in development, and how they can be investigated.
- **King Alfred's Academy** **Wantage, Oxon**  
*Peer Supporter* *June 2015 - June 2016*  
I was a Peer Supporter at my school during Year 13. This meant that I worked closely with a Year 7 tutor group, running fun team activities with them, and ensuring they settled into their first year of secondary school. My responsibilities also included holding one-to-one sessions with children who had difficulties or worries. In these, I was able to be empathetic, and found it rewarding to be able to give something back to the school by sharing what I had learnt from going through it myself.
- **Waitrose** **Wantage, Oxon**  
*Supermarket Assistant* *September 2015 - April 2016*  
In my time at Waitrose I provided customer service at a high-standard. This often involved communicating with customers to help locate products and find their way around the store. I also had to manage my time efficiently during my shifts to be able to replenish stock on the shelves while dealing with issues such as spillages and breakages.

## Technical Skills

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- **Programming:** I am a confident programmer and have been coding throughout my school and university years. I mainly have experience with Java and have used it to successfully implement new features in industry. I also have experience with C, C++, C#, Python, MATLAB and OCaml.
- **Databases:** I am able to write queries to interrogate and modify SQL and Cassandra databases. I have used both of these technologies in a real-world product, both for testing and implementing new features.
- **Source control:** I am familiar with using Git for versioning. I have used it in projects to work on my own branch, and later merge with the master branch in order to collaborate with others.

## Interests and Extra-curricular Activities

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- I enjoy running in my spare time, often going in the evenings after a day of university. I find it refreshing to be able to do some exercise and be able to clear my head for an hour or so.