

JASON MITCHELL

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AVAILABLE 3RD APRIL

WORK EXPERIENCE

Jul 2016 – Present

NHS Digital, Software Developer (Contract)

At NHS Digital I worked on a team developing an application to assist and improve the process by which the NHS collects, validates and publishes data sets from various NHS trusts.

Technologies:

- ASP.NET MVC & Web Api
- Event Store, SQL Server & Entity Framework
- TeamCity & Octopus Deploy
- Splunk
- Docker
- Mono
- RabbitMQ

Dec 2015 – Jun 2016

Ticket Arena, Senior Software Developer

At Ticket Arena I was working on a team building a new event management and ecommerce system in .NET to replace their legacy PHP system. I designed and implemented the teams Event Sourcing components, managed the teams Domain Driven Design process and facilitated Event Storming workshops.

Technologies:

- NancyFX
- Event Store, Redis, SQL Server & Dapper.NET
- ECMAScript 2015
- Git, TeamCity & Octopus Deploy
- Azure
- Gauge, XUnit & XBehave

Mar 2015 – Dec 2015

Answer Consulting, Lead Developer

At Answer Consulting I worked on a .NET team in a lead developer, client consulting, solutions development and developer mentoring role. I worked with various clients across finance, logistics and healthcare industries to design and implement software solutions and provide on-site consulting services.

Technologies:

- ASP.NET MVC, Web API & SignalR
- SQL Server & Entity Framework
- HTML & SASS
- BackboneJS & Marionette
- Objective-C
- Git, Jenkins & Octopus Deploy
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May 2013 – Mar 2015

Virtual College, Senior Developer

At Virtual College I worked on some of the company's core e-learning products in a Scrum environment. My primary role was to develop a .NET web application in co-operation with Product Owners, designers and internal customers to replace an existing legacy system.

Technologies:

- ASP.NET Web Forms & MVC
- SQL Server, ADO.NET & Entity Framework
- HTML & SASS
- RequireJS, jQuery & KnockoutJS
- TFS
- MSTest

Jul 2011 – May 2013

Blacklight Software, Developer

At Blacklight Software I worked directly with project managers, designers and customers to provide software solutions and developed a pilot version of new company product.

Technologies:

- ASP.NET Web Forms & MVC
- SQL Server, ADO.NET & NHibernate
- Powershell
- HTML & SASS
- jQuery
- Objective-C
- SVN
- NUnit

Jul 2009 – Jul 2010

Microsoft Ireland, Software Development Engineer (Internship)

At Microsoft I worked on a software localisation team to resolve globalisation issues within a set of projects. I later worked on an internal tools team which would automate common tasks for internal customers.

Technologies:

- WPF, Silverlight & XAML
- Powershell
- TFS

2005 – 2016

Freelance Development

EDUCATION

University of Ulster Coleraine, 2007 - 2011

- 1st Class BSc Hons Computing (Games Development) with DIS

Coleraine Academical Institution, 2000-2007

- 260 UCAS points (A-Levels in ICT, English Literature and Chemistry)
- 10 GCSEs (including grade B in English and Maths)

TECHNICAL SUMMARY

.NET	C#, ASP.NET Web Forms, MVC & Web API, SignalR, NancyFX, Entity Framework, NHibernate, Dapper.NET, RavenDB, Event Store, Autofac, Ninject
Testing	TDD, XUnit, XBehave, NUnit, MSTest, Specflow
JavaScript	jQuery, KnockoutJS, RequireJS, BackboneJS, Marionette, ECMAScript 2015, NodeJS
Other	T-SQL, HTML, CSS/SASS/Less, Powershell, Objective-C, Java, PHP, Elixir, Phoenix, RabbitMQ, Docker

SKILLS PROFILE

Technical

- Object oriented design and development
- Test Driven Development
- Working in Scrum and Kanban environments
- Developing rich web pages and single page applications
- Automating processes and tasks using PowerShell
- Domain Driven Design, Event Sourcing and CQRS

Communication

- Experience working and communicating with a globally distributed, multi-cultural team
- Client contact on-site and over the phone
- Experience with Scrum activities (daily stand-ups, refinement, planning & retrospective meetings)
- Experience running Event Storming workshops and Domain Driven Design strategic design

INTERESTS & ACHIEVEMENTS

Interests

- Software design patterns and best practices
- Open source software
- Technical blogging
- Playing guitar
- Martial arts

Achievements and Activities

2008	Received award for top 1 st year student at university
2008	Received Alumni Fund Award for Academic Excellence in 1 st year at university
2009	Received Asidua Computer Science Award for top 2 nd year student at university
2012	Awarded Microsoft Games Prize for best games-related Final Year Project
2012	Awarded British Computer Society Medal at university
2012	Technical Reviewer for "Microsoft XNA 4.0 Game Development Cookbook"
2013	Released a game on Windows 8 store
2013	Received Scrum training