Raphael Edlmann

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Personal Statement

As a recent computer science graduate, with 5 years' experience in object orientated programming, I am looking for a graduate software development position in the technology sector. I have a clear understanding of software development cycles and testing techniques learnt during my university degree and internship at a digital bank.

Moreover, I have 5 years' experience with developing my own personal projects. I have a passion for software development and I have a keen interest in C# programming. At university I programmed various video games using the Unity game engine. One project I developed was a virtual reality arcade game for the Oculus Quest which I developed in a team. I was one of the programmers for this project and it required us to organise our workflow together using tools such as GitHub, Trello, Discord, Zoom and many other technologies.

I also have experience in front-end web development and quality assurance testing. During my internship at a digital bank, I was responsible for testing the sign-up journey of the mobile application using ISTQB methods, which certainly grabbed my interest with QA testing. Over the lockdown period I have been researching deeper into other areas of IT such as AWS and Linux and I have been freelancing on various website projects to further my skills in software development.

Key Skills

- 5+ years' experience with C# and the Unity game engine
- 9 months industry experience as an intern for a digital bank using ISTQB methods
- 5+ years' experience with web development: HTML5, CSS3, JavaScript, Bootstrap, Flexbox, PHP
- 2 years' experience in Linux
- 2 years' experience in Python
- Experienced in SQL and relational database systems (including MySQL, PostgreSQL)
- Experienced in application design prototyping tools such as Figma and Sketch
- Excellent communication skills, both written and verbal
- Experienced using many industry standard software development tools and techniques including: Visual Studio, VS Code, Adobe Photoshop, Android Studio, Git, GitHub, Microsoft Office, Postman, Jira, Atlassian etc.

Employment History

Internship, Vive Bank, London
(June 2019 – March 2020)

Responsibilities:

- Wrote and executed test cases and analysed results
- Collaborated with other test engineers to develop effective strategies and test plans
- Identified bugs and suggested fixes during daily stand-ups
- Communicated with development teams to make sure they could access repositories
- Manually tested the application on devices and Android studio
- Helped colleagues with various software and hardware issues
- Set-up and tested the CMS system
- Fully tested the sign-up journey within the app and found multiple bugs which were fixed

Personal Projects
(September 2017 –Current)

Database Website:

- I built a Database Website (using MySQL) for a hypothetical Bus Company as part of a team
- My role was to create the checkout page and database system using AJAX

VRcade:

- I built a VR game using the Unity Game engine (C#) for the Oculus Quest.
- My role was to program the physics and the game management system.

Mobile Penguin Dash:

- I built a cross-platform mobile game using the Unity Game engine (C#)
- My role was to program the obstacles, game management system and player movement and animations.

Last Survivor:

- I built a PC Survival Game for my dissertation with AI units and inventory system.

Prop Hunt

- For a team project I helped build an FPS 'hide and seek' shooter game using the Photon network extension with the Unity game engine.
- My role was to make sure the players connected to the lobby, and make sure the remote procedure calls were implemented correctly.

Other Work
(August 2010 –Current)

- For charity I have volunteered for United Through Sport and Scope.
- Before completing a degree, I have mainly worked in the hospitality sector.

Education

Kingston University
(September 2017 – May 2020)

Degree**:** Bachelor of Science with Honours Upper-Second Class, Computer Science (Games Programming)

Sherborne School
(September 2004 – June 2009)
A-levels:

- ICT
- Biology
- Government & Politics

11 GCSEs, grade A*-C, including Maths and English

Hobbies & Interests

I am an avid skier and interested in Game Development.

References

References are available on request.