**Joss Edlmann**

London,

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Github Account: <https://github.com/rafattacks>

Website Portfolio: <https://rafattacks.github.io/raphaeledlmann.github.io>

Personal Statement

As a recent computer science graduate, with 5 years’ experience in object orientated programming and a keen eye for detail, I am passionate about software development and delivering software to the highest level of quality. I have a clear understanding of software development cycles and testing techniques as learnt during my university degree and internship at a digital bank.

Moreover, I have 3 years’ experience with developing my own personal website/application projects. I have had experience working on each iteration of the SDLC including the design phase, implementation phase and the testing phase for my university degree and for work. I believe testing is incredibly important to root out any defects before the product is launched because it saves time and money in the long run.

I have also programmed my own video games on multiple platforms including Mobile, PC and Virtual Reality using the Unity game engine. One skill I learnt when creating my own games is test driven development; it is always satisfying when I have rooted out any defects and increased the overall performance of my projects.

I am keen to talk about anything technology based whether it is about website development or AI programming and eager to progress my abilities every day.

**Key Skills**

* 9 months industry experience as an intern for a digital bank using ISTQB methods
* 3+ years’ experience with web development: HTML5, CSS3, JavaScript, Bootstrap, Flexbox, PHP
* 1+ years using React framework
* 3+ years’ experience with C# and the Unity game engine
* Experienced in SQL and relational database systems (including MySQL, MongoDB)
* Experienced in application design prototyping tools such as Figma and Sketch
* Proficient with User Experience design with 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, Android Studio, Git, GitHub, Microsoft Office, 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 pseudo Bus Company as part of my degree
* My role was to create the checkout page and database system

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 multiplayer PC Survival Game for my dissertation with AI units and inventory system.

Budgeting App:

* For a personal project I built a budgeting app using JavaScript and React Native. This involved testing React components using Jest

Other Work

(August 2013 –Current)

* For charity I have volunteered for United Through Sport and Scope
* Before completing a degree, I have mainly worked at restaurants and on personal projects in my spare time.

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 football enthusiast. I speak Spanish and enjoy talking about technology and politics.

References

References are available on request.