**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 position in the technology industry. I have a clear understanding of software development cycles and testing techniques as learnt during my university degree and internship at a digital bank and I am really interested in cloud computing and networks.

Moreover, I have 5 years’ experience with developing my own personal application projects. I have a passion for problem solving and I am familiar with many different languages such as C#, Python and JavaScript. Furthermore, I have first-hand experience in managing teams at university, I am knowledgeable with industry standard tools for collaborative work such Github, Zoom and Atlassian

I have also programmed my own video games on using the Unity game engine for multiple platforms including PC, Mobile and VR. I have experience in front-end web and development and quality assurance testing using ISTQB methods. During the lockdown period, I have been freelancing on various website projects and designing my own personal AR game project using the Unity Game Engine.

**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, Atlassian etc.

EMPLOYMENT HISTORY

**Vive Bank, London | Internship | 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 – Present**

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 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 over the lockdown period.

**Other Work | August 2013 – Present**

* 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 a football enthusiast.

REFERENCES

References are available on request.