

JEREMY MECHEN

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Personal Statement

My name is Jeremy, and ever since I was a kid I've loved making things that other people can use. The first experience I had with software was staying up all night creating games in batch script for my friends to play. Ever since then I've been hooked on using code as a medium to build things. I'm now in my third year of study of Software Engineering in pursuit of improving my skills and abilities. I'm excited by the idea of using these skills to work on useful things with likeminded people, and I'd love to join a company which helps me fulfil this vision.

Technical Skills

Skill	Experience
Ruby on Rails	Hangman Project, Flat Manger API
Java	Academic Courses in Software Design, Algorithms
Git/Gitlab	Various projects inside and outside of university, Kiwijam
Agile	University Project working with an industry client
Ionic/Angular	Flat Manager Front End
HTML/CSS/Bootstrap	Portfolio Website

Soft Skills

I'm an outgoing person who thrives in a social environment where I can both help and learn things from the people around me. Throughout my time in hospitality I made an effort to always ask questions and observe the work others did around me. This helped me avoid common pitfalls and allowed me to take on additional responsibilities at an accelerated rate. My work also taught me the value of establishing and contributing to a strong team dynamic. I found that while the work was often hard, the key to overcoming it was working to make your coworkers lives easier.

This is the attitude I've applied to my experiences in team programming projects both inside university and out. By ensuring I properly understand my team members skills and motivations I can work to benefit everyone. This understand then allows me to use project management techniques I've learned like Agile in the most effective manner possible.

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Education

Bachelor of Engineering (Honors) Majoring in Software Engineering

Third Year of Study, 2016-2020

Average Grade across 2019 Papers, B+

2019 Course in **User Interface Design**, A+

2019 Course in **Structured Methods**, A-

Wellington College

2011 - 2015

NCEA Levels 1,2,3

Projects

Hangman on Rails | Personal | hangmanonrails.com

Hangman on Rails is a full stack web application I created to teach myself Ruby on Rails. It's a simple and clean implementation of the classic hangman game, allowing you to create easily shareable games. I used **HTML** and **CSS** with **Bootstrap** to create the front end, and **Droplet** with **nginx** and **unicorn** to deploy to a production environment.

Portfolio Website | Personal | mechen.dev

I used the front-end skills I'd built up from my other projects to create a website showcasing the projects mentioned below. It was built with **HTML** and **JavaScript**, with **Bootstrap / CSS** for styling.

Insanity Pong | Personal

I worked in a team at Kiwijam 2019 to create a fast-paced version of Pong built on **Java** using a **Processing** graphics library. I had previously not used processing and it was a valuable experience having to upskill quickly without affecting my team's performance.

Flat Manager | University / Personal

I developed a mobile application to help students manage the flat they're living in. It's built on **Ionic / Angular**, using **Firebase** for authentication and a **Rails API** I developed to service the backend. This originally started off as a University assignment, but I'm working on it in my own time so it can be used at my flat.

Work Experience

Mount Victoria Chippery

2017-2019

Hospitality Worker, responsibilities included serving customers, cooking, delivering food.

REFERENCES AVAILABLE ON REQUEST