JEREMY MECHEN

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Seeing people use the software that I've built has always given me a deep sense of pride and accomplishment. From my first experiences making games in batch script I knew that developing software was what I wanted to do with my life. When it's too wet to go tramping I spend my time working on projects and learning new skills, with a keen focus on modern web development. I love working with people and would bring my passion, problem solving, and modern software engineering principles to the team. Let me help you make awesome things.

Technical Skills

Skill		Experience
Ruby on Rails	|	Hangman Project, Flat Manger API
Java	|	Academic Courses on 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
React Native	|	Academic Courses on Web Development
HTML/CSS/Bootstrap	|	Portfolio Website
SQL / Postgres	|	Academic Courses on Database Design

Soft Skills

I'm an outgoing person who thrives in a social environment where I can learn from the people around me. I love a challenge and am always enthusiastic to share my knowledge.

I've been a keen member of various debating societies, experiences that have developed my ability to concisely communicate information. I'm always excited by the things that I'm working on and love discussing them with the people around me.

I carry a people focused attitude with me to meet challenges in various situations. This has been particularly valuable in my work on a project for a client in the search and rescue industry. Using the principles of Agile I've worked hard to encourage a culture of communication and collaboration on my team, which has helped us achieve a successful delivery.

Education

Bachelor of Engineering (Honors) Majoring in Software Engineering | Third Year of Study 2016-2020

Victoria University of Wellington

B+ Average Grade across 2019 Papers

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

This involved designing intuitive and responsive products, a skill I use in my personal projects.

A- 2019 Course in **Structured Methods**

Testing my ability to make high quality and scalable code was both challenging and fun.

Wellington College | 2011-2015

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. I learnt how to practice teamwork under pressure and meet the high standards of customer expectations the business required.

REFERENCES AVAILABLE ON REQUEST