James Lawrence

Graduate Software Engineer – Keele University, Class of 2025
Portfolio: https://joeyfox.dev

Professional Summary
Motivated and technically proficient Computer Science (Software Engineering)

Graduate with over 7 years of programming experience and a strong foundation in object-oriented design, algorithms, and system architecture. Proven success in building scalable backend services and responsive front-end interfaces using modern frameworks. Passionate about solving real-world problems and contributing to high-impact engineering teams. Experience spans academic projects, open-source contributions, and roles in commercial game and web development.

Key Skills

- Languages: Java, Python, TypeScript, JavaScript, C#, C++ (Learning)
- Frameworks: React (with Material UI), Django, Bukkit/Spigot
- Tools & Technologies: Git, Google Cloud Platform, REST APIs, Agile development, Jira
- Competencies:
  - Data structures & algorithms
  - Object-oriented and concurrent programming
  - Scalable application architecture
  - CI/CD fundamentals
  - Software testing and debugging
  - Collaborative team development (Scrum-style projects)

Education

Keele University
(2022 – 2025)
   First Class Honours, Bsc Computer Science (Software Engineering)

Wolverhampton royal
(2020 – 2022)
 3 A-Levels in Computer Science, Sociology and Physics

Codsall High School
(2017 - 2020)
   8 GCSEs, including Mathematics, English, Computer Science, Triple Science, and Business.

Previous Experience

CubeCraft Games (Ziax LTD) *(2023-2024)*

- Collaborated with the CubeCraft Games team to develop engaging Java-based mini-games, enhancing player experience and content quality
- Implemented critical bug fixes to improve gameplay stability and user satisfaction across the platform
- Supported the server's growth to 4 million Unique Monthly Active Users and 1 million Daily Users, reflecting strong community engagement
- Contributed to maintaining an average of 14,000 concurrent players and a peak of 42,000 simultaneous users, showcasing platform popularity
- Optimized server-side performance to ensure smooth and responsive gameplay for a large and active player base
- Enhanced overall server stability, reinforcing CubeCraft's reputation and success within the gaming industry

Furcation LTD *(2022-2025)*

- Built a scalable web platform for ~1,000 users using TypeScript, React, MaterialUI, and Django- achieved production-level reliability and community impact
- Developed polished, user-friendly front-end features that enhanced usability and maintainability
- Engineered secure Django backend APIs integrated with front-end and external systems for optimal performance
- Iterated features based on evolving user needs and sustainability goals for continuous post-launch improvement
- Optimized system stability and performance, validating the tech stack and bolstering Furcation's engineering reputation

Additional Projects & Experience

Duke of Edinburgh (DofE) *(2018)*

- Developed collaboration, resilience, and goal-oriented team skills through expedition and volunteering activities.
- Drew parallels to Agile methodologies – iterative progress, fail-fast mindset, and team-driven problem-solving.

References

Zed Spencer-Milnes
Managing Director, Ziax LTD (Cubecraft Games)
Email: Zed@ziax.com