

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