

Josh Hills

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Graduating 2018 with a predicted first-class degree in Computing Science, and prior industry experience. Passionate about web development, the technical side of product design, data science and gaming. My relevant skills include...

Process	Software	Frontend	Backend	QA	CMS	Design
Agile (Kanban, SCRUM) VCS (GIT, SVN) CI (Atlassian Suite) Virtualization (Docker)	Java (Spring) Python C# / C++ PHP	HTML5 CSS3 / SCSS JavaScript AngularJS / 4+	MySQL PostgreSQL Tomcat Consul	JUnit Selenium Karma AWS	Wordpress HippoCMS Contentful Symfony	Adobe Suite InVision Sketch UML

I've done...

Full Stack Web Systems Internship

Jagex Games Studio *July 2016 - August 2017*

Worked within a large multi-disciplined team, following Agile methods to deliver responsive maintenance and project work; experience acting as SCRUM master and consultant.

- Delivered a cross-platform software project from ideation to internal beta release including UX design, business proposal and front-end MVC implementation. Throughout, I strived to deliver creative and robust solutions to complex technological problems.
- Contributed to building a corporate website with accompanying CMS system to brand guidelines and deadlines. Gained experience interfacing with stakeholders for requirements gathering, and working to deadlines.
- Deployment of microservice architecture and accompanying RESTful orchestration API to manage authentication and accounts databases. This required working with reverse-proxies and service discovery platforms. Gained experience designing systems.
- Implementation of analytics systems and monitoring tools with defensive measures for security and risk mitigation such as automated testing and continuous integration which measured the success and health of systems.
- Used personal development time to attain valuable project management skills leading small teams to rapidly prototype game services for mobile and web applications, notably using virtual reality and real-time-database technologies.

Database Engineer Internship

IGM *November 2017 - February 2018*

Worked as a contractor delivering extensions to academic database software to enable localisation.

- Experience working with legacy software and customising it to suit a client's bespoke needs.
- Experience documenting solutions within a community to promote knowledge sharing.

Web Developer Internship

SCHOOLS NorthEast *July 2015 - September 2015*

Worked in a small team taking over the responsibilities of a previous contractor in improving and extending the functionality of existing web systems.

- Oversaw re-evaluation of site design, overcoming monolithic legacy features to modernise the server-side stack and aid accessibility for a target demographic.
- Produced bespoke and configurable email and webpage templates for staff members to increase productivity during campaigns and facilitated large-scale events planning.
- Produced reports on site traffic data to inform hierarchical changes to website content, advised on and improved SEO to bump search rankings and improve user engagement.

I learned it doing...

MComp Computing Science w/ Placement

Newcastle University *Since September 2014*

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|--|---|
| • Team leader for a year-long software project; orchestrated the delivery of a published native Android mobile and web application for the 'Wellbeing Service' to a deadline. In doing so employed object oriented principles to archetypes learned on the course such as MVC and mediator patterns. | Doing a web and data science dissertation.

Relevant Modules
Network Security
Software Engineering
Database Technology
Web Development |
|--|---|

A Levels

St. Joseph's Academy *September 2007 - June 2012*

- Product Design (A*), History (A*), English Language (A), Art (A)

Alongside...

Outreach Support Officer *September 2015 - July 2016*

- Formalised and promoted the outreach programme for the University's computing department, delivering robotics sessions at local schools and producing research-based infographics for 'Computing at Schools'.

Student Ambassador & Mentor *Since September 2014*

- Developed interpersonal skills and confidence in public speaking by representing my degree discipline in an array of casual work from summer schools to campus open days to delivering talks.

Publishing Open Source Projects

- I have participated in and organised 'hackathons' and 'game jams' (such as 'Ludum Dare'), releasing new products in short timeframes. I have also published and contributed to online registries of libraries such as NPM.