

Josh Minton

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Software developer specialising in mobile development, with a keen interest in user experience.

Education

University of Birmingham

2019-20 MSc Human Computer Interaction

Distinction (82%)

60 Credit Summer Project: Developed a Java Android app tackling smartphone overuse.

- Designed and implemented an always-on-screen 'edge glow' effect, based on psychology and UX principles, providing ongoing visual feedback of smartphone usage.
- Trialled app with 14 participants for two weeks, receiving usage logs remotely through Firebase, and proved the app to be both battery and performance efficient while running continuously.
- Results showed a statistically significant 25% reduction in usage of user-selected applications, on average.

Other modules: Developed research skills through studies of human-computer interaction via scientific reading, interviewing, questionnaires and observations, combining my computer science theoretical knowledge with real-world understanding and insight into user behaviour.

2016-19 BSc Computer Science (Hons)

1st Class (77%)

Scored 75% in *Final Year Project* — 'Route Mapping for Long-Distance Cycle Touring':

- Developed route-mapping application using Java: implemented a variety of shortest route algorithms from scientific literature to find paths across a graph representation of the entire UK road network.
- Required careful consideration of data structures for managing millions of graph nodes and edges, and subsequent memory management.
- Calculated routes across the UK in <1s time, performance comparable to Google Maps and similar apps.
- Described as a '*substantial achievement*' by project inspector.

Also performed well in a team in multiple group projects, such as taking on responsibility for graphics rendering in a second-year Java game development project scoring 78%.

A-Levels (2013-2015) — Physics: A, History: A, Computing: A*

GCSEs (2009-2013) — 6 A*s, 4 As, 2 Bs

Technical skills and abilities

Programming languages and technologies: proficient with Java, including Android development. Completed second-year modules in C/C++ and Haskell. Experience with JavaScript, Python, OCaml, PostgreSQL, and VB.Net. Good knowledge of HTML and CSS, Firebase and Git.

Software: skilled with Photoshop, InDesign, Lightroom, Final Cut Pro X. Well-practiced with Microsoft Office. Notable projects can be found on my Github.

Practical experience

- **Publicity Secretary** for University Christian Union. Alongside final year studies I organised and created print and digital publicity for entire year's weekly events, plus a carol service attended by 1200 people and a special week of events costing ~£15,000 in total. Responsible for ~£2000 of expenditure of publicity materials. Gained experience working to a tight schedule, communicating with a large, varied team in order to publicise a wide range of events, and delegating roles to individuals.
- **Treasurer** for Christian Union — took on role mid-way through Masters year to fill a sudden vacancy, managing budgets and fundraising for events of a similar scale; oversaw a £20,000 fundraising campaign.
- **Work experience** (2012) at 'Morgan Sign and Design' signage firm. Tasked with producing promotional material. Gained valuable insights into a real-world working environment, professional communication standards, and taking individual responsibility for a project.
- **Web administrator** (2016-present) and member of communications team at a local church, displaying a competency at performing technical tasks, often under time constraints, and a general aptitude for technology. Took on responsibilities as editor and publisher of church service livestreams during pandemic.
- **Paid and voluntary work** (2016-present) producing promotional videos such as for a local charity, and the aforementioned signage firm and church. These films are often the public face of such organisations and require a professionalism, responsibility and careful thought, in addition to meeting production deadlines and a level of sensitivity when filming people in certain contexts.

Other information

In my spare time I most enjoy honing my abilities in photography, graphic design and video production, through which I consider myself to have a strong understanding of visual design and communication techniques. I also enjoy reading, running, playing football, and watching films.