

# James Watson – Curriculum Vitaé

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<b>Nationality</b>	British		

## Personal Profile

A passionate software engineering undergraduate from Swansea University, currently averaging 80% over my three years of study. I am constantly exploring new technologies, specialising in web and mobile application development. Over the last 4 years, I have built and deployed several software projects both out of my own interest and for university, including an asynchronous website involving several APIs from music streaming services.

Strict coding conventions and strongly documented code are among the traits I value most. I am currently seeking an opportunity to develop my career in a well-established and growing company that will allow me to gain valuable insight into software development from an industry perspective, as opposed to a purely academic approach. Working alongside your experienced team of developers will help to drive my career progression to more senior roles in the future, while offering a passionate, documentation driven software engineer for your team in return.

## Education

**2013-2018** Currently studying a 4 year MEng in computing - Swansea University

*First year* - first class with a **78% average**.

*Second Year* - first class with a **77.5% average**.

*Third Year (first term)* - first class with a **84.5% average**.

**2012-2013** Advanced Secondary Education - Bwlth Wells High School / Llandrindod Wells High School

*Applied Business* A\*

*Computing* A

*Mathematics* E

## Relevant Modules

**Oct 2015 -** Web Application Development

**Dec 2015** *Third Year module with a 96% average*

The module covered the principles and technologies used for building web-based systems using the .NET Framework and other technologies. First-hand experience was gained of building web systems, including building secure and asynchronous web pages.

**Technologies:** ASP.NET, Visual Studio, C#, JavaScript, JQuery, CSS, MySQL

**Oct 2015 -** Writing Mobile Apps

**Dec 2015** *Third year module with an 87% average*

This module introduced the basics of developing well-designed and functional apps for mobile devices, mostly from the perspective of Android devices. First-hand experience was gained of building mobile applications using concepts such as Services, Broadcast Receivers and Intents.

**Technologies:** Android Studio, Java, XML

**Oct 2013 -** Modelling Computing Systems 1  
**Dec 2014** *First year module with a 97% average*

A module introducing the mathematical tools and techniques for modelling computing systems. Served as a strong introduction to mathematics from a computer science point of view.

## Projects

**Oct 2015 -** Third Year Project - Combining Music Streaming Services  
**Present** *Currently in progress - 72.5% in the initial document and 85% for the Gregynog Presentation*

The project's aim is to create a web application which combines results and playlists from a range of different music streaming sites. This allows a user to input a song name and artist, dynamically returning a list of results from multiple sites to use. The project is being built completely asynchronously, giving valuable experience in building Single-Page Applications using frameworks such as AngularJS.

**Technologies:** Visual Studio, JavaScript, JQuery, AngularJS, HTML, CSS, YouTube API, SoundCloud API

**Oct 2014 -** Software Engineering Group Project  
**Apr 2015** *92% in the final assignment, 71% overall*

A group project involving 6 assignments as a team of 7. The task involved creating a Java program which allowed a user to play either Snakes and Ladders or Tic-Tac-Toe. One of the key learning outcomes of this assignment was that groups had to swap projects with another group halfway, meaning strong documentation and coding conventions was key.

As one of the two most confident programmers of the group, I was responsible for:

- Ensuring everybody's classes followed strict coding conventions.
- Writing the classes handling game logic and AI opponents.
- Producing and ensuring all classes included documentation, generated using Doxygen.

**Technologies:** Java, Doxygen, UML Diagrams

**Sep 2015 -** Slide - platform independent puzzle game  
**Feb 2016**

Slide is a simple puzzle game designed primarily for smartphones. The project was created as a personal project to explore creating and marketing a mobile app on a large scale. The project was built using the Unity3D game engine, with all scripting done in C#. Strong experience in working with third-party plugins, such as AdColony for advertising, along with responding to customer feedback was obtained.

**Technologies:** Unity3D, C#

## Software Engineering Skills

### ■ Primary Programming Languages

C#

Java

JavaScript

HTML5, CSS3, JavaScript, jQuery

Visual Studio and ASP.NET

AngularJS - Single-Page Application framework

Bootstrap - CSS Framework

### ■ Web Development

### ■ Mobile Development

*XML*

*Android Studio* - Android developer IDE

- **Miscellaneous**

*Unity3D* - game engine

*LaTeX* - document markup language

*Photoshop, Manga Studio* - Digital painting

## Interests

- **Digital Painting**
- **Bodyweight Fitness**
- **PC Building**
- **Guitarist for 3 years**

## Referees

<b>Name</b>	Neal Harman
<b>Company</b>	Swansea University, College of Science
<b>Position</b>	Programme Director, Supervisor
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