|  |  |  |
| --- | --- | --- |
| l  T | Lewis  Taylor  Junior Software Dev | |
|  | |  |
| 07923292074 | |  |
| lewistaylor673@gmail.com | |  |
| Hatfield/Herts/United Kingdom | |  |
| GitHub: <https://github.com/loowpylew?tab=repositories>  Website: <https://loowpylew.github.io/Portfolio_Website/>  LinkedIn: [www.linkedin.com/in/lewis-taylor-b473ab153](http://www.linkedin.com/in/lewis-taylor-b473ab153) | |  |
|  | |  |
|  | |  |
|  | | |
| PROFILE  I am a highly motivated junior software dev with a passion for software development and a continuous desire to learn and improve my skills. I am driven by engaging challenges and committed to creating high-quality software. I have experience working with PostgreSQL, Python, C++, Java, HTML/CSS, JavaScript, SQL, and more. I possess excellent interpersonal and communication skills, both verbally and in writing. I am currently studying for AWS Cloud Practitioner and Solutions Architect certifications.  WORK EXPERIENCE  Footwork Solutions – Junior Software Engineer (3 months)   * Worked predominantly with PostgreSQL (Backend Dev) * Created functions to perform complex operations related to user data, form creation, GitHub management, and Front-end Development * Worked with multiple clients (agencies: regional) dealing with domestic abuse, alcohol and drug consumption, and assault cases. * Consulted with Public Health England, council organizations, and the police.   PROJECTS   * Cashier System – Designed using C++ alongside various libraries to simulate a cashier system found within supermarkets. * Web Scraper – Developed in Python to automate the process of searching for jobs relevant to software development. * Shortest Path Finder – Finds the most optimal route through all cities while avoiding buildings using the unconventional language known as Netlogo. * Crypto Currency Trading Bot Simulator – Developed using Python to simulate real trade events based on various conditions defined within the trading bot. | | |
|  | | |

EDUCATION

**University of Hertfordshire**

2019 – 2022/2023

• BSc (Hons) Computer Science (Software Engineering) – 1st

**Courses taken 1st year:**

* Models and methods (Discrete Mathematics)
* Platforms for computing (Computer architecture)
* Programming
* Human Dimensions of computing

**Courses taken in 2nd year:**

* Contemporary issues
* Database Concepts
* Algorithms and data structures
* Computer Science Development
* Operating systems and networks
* Cognitive and social robotics
* The C family

**Courses taken 3rd year:**

* Project Planning
* Computer Systems Security
* Object Oriented Development
* Software Engineering Practice
* Embedded Systems Development
* Machine Learning and Neural Computing

**Access Diploma (Science) Higher education – DDD**

2018 – 2019

**Oaklands College**

2015 – 2016

Level 3 BTEC diploma in Engineering – PPP

**Stanborough School (Specialist in Mathematics and Computing)**

2010 – 2015

6 GCSEs, grades B-C incl Maths, English and Science including 2 – 3 BTEC’s including Engineering.

SKILLS

* Effective use of Linux commands and Windows PowerShell
* Understanding of web servers and infrastructure
* Proficient in various IDLE’S such as: Visual Studio, Codeblocks, IntelliJ, Python IDE, Arduino IDE, Basic text editors, SQL developer, GitHub, etc.
* Excellent programming skills in Python, C, C++, Java, Assembly, HTML/CSS, JavaScript, and SQL
* Strong time-management skills and ability to work to deadlines.

REFERENCES

* Available upon request