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| l  T | Lewis  Taylor  Junior Software Engineer | |
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| 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) | |  |
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| PROFILE  Software development has been a fully-fledged passion that only continues to grow as the years go by. Software development has never been a means to an end for me, but more so offers engaging challenges that only spike my motivation and curiosity for continual learning and improvement towards my skills in creating high-quality software.  Below, you will find projects that showcase my skills as a junior software developer and my general background in developing software.  EXPERIENCE  **Cashier System**  This application was designed using c++ alongside using various libraries to assist the development process. The function of the application is to simulate a cashier system found within supermarkets.  **Web scraper**  This was developed in python and was designed to iterate through various classes found in the html of an indeed page to select elements with the title class, company, location, and salary of various software development roles being advertised. This automated the process of having to search for jobs relevant to software development.  **Shortest Path Finder**  Finds most optimal route through all cities while avoiding buildings. Uses an unconventional language known as Netlogo.  **Crypto Currency Trading Bot Simulator**  This was developed using python which has been designed to simulate real trade events based upon various conditions defined within the trading bot upon being triggered. The trading bot can either be downloaded and run via an IDE/terminal or via the Ubuntu server created on Google cloud service with details showing you how to connect to the server and use the capabilities of the UI/trading bot.  All these projects and more can be found on my GitHub repository within the link provided above. | | |
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SKILLS

• Use of Linux commands and Windows PowerShell effectively.

• Understanding of web servers and infrastructure.

• Strong ability to navigate across various IDLE’S such as: Visual Studio, Codeblocks, IntelliJ, Python IDE,

Arduino IDE, Basic text editors, SQL developer, GitHub etc …

• Experience in programming languages: Python, c, c++, java, assembly, HTML/CCS , JavaScript, SQL

• Utilizing excellent interpersonal and communication skills, both verbally and in writing

• Working to time critical deadlines whilst remaining calm

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

This diploma involved studying A – level material in Physics, Chemistry, Biology, and Statistical Mathematics. I am particularly proud of an experiment that I conducted for my research project which was focused in the area of Particle Physics where I created a ‘cloud chamber’ which allowed an observer to see alpha-particles emit from a tungsten rod passing through a saturated ethanol vapor.

**Oaklands College**

2015 – 2016

Level 3 BTEC diploma in Engineering – PPP

Involved various modules which were heavy in mathematics, engineering drawings, practical applications of engineering principles within the workshop, command-based programming etc…

**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. .

REFERENCES

* Richard Lewis

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