Menno Kramer

mennockramer@gmail.com|https://github.com/mennockramer

I am an eager junior Ruby on Rails developer, with experience working on large applications, including involving outside JSON APIs (including OAuth2).
I enjoy building software solutions to problems, particularly when that bridges a gap (like many of my personal projects).
I'm looking for a role where I can further develop these skills and others.

Skills

- Familiar with Ruby (on Rails) and associated knowledge of HTML, previous experience in Java, dabbled in Python, CSS (mostly just for personal site).
- Experience with Git and SVN (via CLI and GUI), self-publishing on GitHub including README and license.
- Solution building, general computer skills.

Experience

February 2022 – present

Developer, Elysium Ltd

- Development on various Ruby on Rails applications across several clients: new features and bugfixes/iteration on existing features (from both client and internal testers).
- Some on-server gem vulnerability audit responses and occasional manual deployments.

November 2019 – April 2021 (during university)

Online Manager, The Edge (Southampton University Student's Union)

- Site maintenance, including but not limited to manual embed updates and user registration.
- Implementation of dark mode, with a moderate amount of custom CSS to tweak certain elements to work with the plugin.
- The Edge nominated for Best Website and Best Overall Digital Media in Student Publication Association Awards 2021 - a little dark mode goes a long way, it seems.
- https://www.theedgesusu.co.uk

6-10 July 2015 (Work Experience Week)

Intern, Cummins Power Generation

- Pruning, transfer between database systems, and organisation of documents.
- Assisted in making an Issue and Solution tool which automatically updates the new system from a standalone program.

Education

July 2021

BSc Computer Science, University of Southampton

2:1 / Second Class Honours (Upper Division)

Optional modules completed: Advanced Computer Networks, Security of Cyber Physical Systems, Engineering Management and Law, Computer Vision, Game Design and Development, Computer Systems II (Embedded Systems).

Compulsory modules completed: Algorithmics, Computer Systems I, Data Management, Foundations of Computer Science, Professional Development, Programming I, II, & III, Software Modelling and Design, Distributed Systems and Networks, Programming Language Concepts, Interaction Design, Intelligent Systems, Theory of Computing, Group Project.

Dissertation-equivalent project: Cross Platform Barcode Reading-based Shopping List.
Written in Java, taking each frame of a video feed and passing it to an existing scanning library, then product lookup in a local dictionary and/or remote JSON API, with outputs to stdout, file, audio (via a 3rd party text-to-speech program), and GPIO (LEDs plugged into a Raspberry Pi).

Miscellaneous/Projects

WIP - A calendar to chart the various daily and weekly activity rotations in Destiny 2 (*mostly* API-found or fixed rotation calculated), eventually with various nice-to-haves and additional relevant information per user (highlighting particularly useful activities based on certain progress/achievements).
https://github.com/mennockramer/DestinyCalendar

Contributor to (and sometimes sounding board about) Restiny, a Ruby gem that wraps the Bungie API up in a nice Ruby-red bow, removing the need for messy manual request construction throughout a program.
https://github.com/waferbaby/restiny

Set up a system where a Raspberry Pi with a partial keyboard runs batch files on the aforementioned PC via SSH for RGB lighting control via OpenRGB and other software.
PC RGB lighting control by a custom Python script (which in turn runs batch files) to match the currently used element in Destiny 2, through the game's (OAuth2) API.
https://github.com/mennockramer/SubclassCommands

Dabbled with MQTT, made a script to report PC sensor data gathered with OpenHardwareMonitor https://github.com/mennockramer/MQTTHardwareInfo

Hardware experience:

- Raspberry Pi (1B, 3B+, 4B) inc. GPIO.
- Constructed a Franken-PC from parts of a tower (dead motherboard) and an All-in-One (overheating + dead PSU).
- Laptop maintenance, as far as redoing thermal paste.
- Sourced components and built a PC (overspent during the silicon shortage!).