

Mike Field-May

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I'm a full-stack junior developer and a recent graduate of [Makers Academy](#).

Learning to code at Europe's leading bootcamp has completely changed my life. I've been imbued with a new sense of confidence, a devotion to clean, tested, and re-usable code, and a passion to continue to develop my skills. I have a firm belief that software and technology will help solve the countless problems that the world is currently facing and I feel incredibly privileged that I'm going to be a part of that.

I bring a high level of positivity and enthusiasm to any new challenge that I face. I can quickly break down a problem into its constituent parts and I love the satisfaction of ironing out difficult bugs.

I want a job in which I can continue to learn and grow my skills as a software engineer using the best practices I've learnt at Makers.

Skills

- **Problem solving:** I have always enjoyed logic and puzzles and working as an IT technician I relied heavily on my problem solving skills. Before any issues could be solved I would have to determine what the problem was at its most basic level and then apply a resolution based on the most likely fix.
- **Communication:** When I provided first line IT support people would often call in an agitated state. I would diffuse the situation and provide them with reassurance that there was a solution. Customers had varied technical competency so I would have to adapt explanations of IT issues and solutions. Whilst explaining issues to colleagues I needed to be precise and clear.
- **Working under pressure:** As an IT technician I was often working under high pressure. Businesses may have had issues that completely stop them from functioning and as such there was a lot of pressure to get the issue resolved. Regular jobs also had an element of pressure as the support service was charged per hour customers would often scrutinise your methods whilst fixing problems.
- **Team work:** I frequently become a strong motivational force in the groups I work in. Whilst working on the multiplayer card game Pixos, our final project at Makers academy, we had undertaken a lot of new technologies with an ambitious end goal. On a few occasions our goal seemed unattainable, but my teammates often commented that my positive attitude encouraged them to continue and we ended up with an incredible end product.
- **Fast learner:** Before beginning my time as an IT technician I hadn't had any formal IT training After my first month I was already adding value to the company as I was confidently able to visit customers in order to resolve the problems that they had.

Makers Academy Projects

| Project | Summary | Technologies | Successes | Struggled with |
|---------------------------|--|---|---|---|
| Pixos | In our final project we created a browser based strategy card game based on Gwent from the video game The Witcher 3. | Mongodb, Express, React.js, Node.js, Redux, Socket.io, Webpack, Enzyme, Bootstrap and Material-UI. Testing: Mocha, Chai, Sinon, Enzyme. | In a short amount of time we managed to create an exciting card game and achieve all of the ambitious goals that we set ourselves. It'll be a project that I continue to contribute to long after I finish Makers | Working with so many new technologies and understanding how they all came together initially proved very difficult. |
| Bank Tech | As part of our practice Tech tests | Ruby. Testing: | Because of careful planning I was able to approach the test | I managed to get all the basic functionality unit tested and working, but |

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|-------------------------------------|--|--|---|--|
| Tech Test | we were asked to create a bank. | Rspec. | to approach the test in an object oriented manner. | lacked the time to run any feature tests on the project. |
| Noughts and Crosses | As part of our practice Tech tests we were asked to create a noughts and crosses game. | Javascript, JQuery, HTML, Sass and Bootstrap. Testing: Jasmine. | I approached this challenge in an object oriented manner. I was able to test most of the basic functionality before I had created the interface for the game. | The game works well for two players, but it would have been great to create a single player version. This version has a 3x3 board size limit too and it would be difficult to increase the board size the way it has currently been written. |
| Makers BnB | One of our weekly challenges at Makers was to create a clone of the popular rental website Air BnB | Ruby, Javascript, Heroku, Sinatra, HTML, Sass and Bootstrap. Testing: Rspec. | We used an agile methodology in our first group project and managed to stick to the best practices taught at Makers | Because it was the first week that we were given just a broad outline of the challenge it was initially difficult to work out where to start. |

Education

Makers Academy (January 2017 to March 2017)

- Pair programming and agile development
- Object oriented programming, test driven development and SOLID principles
- Software Craftsmanship
- Ruby, Rails, Javascript, Node.js, Express, React, Redux, Angular, AngularJs, Ionic
- HTML, CSS, SASS, JQuery and Bootstrap
- Testing libraries: Rspec, Jasmine, Mocha, Sinon and Chai
- Cloud Foundry using Pivotal Web-Services

Cardiff University (September 2008 to June 2011)

- Ecology BSc 2.2.

Experience

Cognizant (May 2017 - July 2017)

Programmer analyst

During my time at Cognizant I: - Received training in AngularJs, Angular (2/4) and Nodejs. - Developed a proof of concept mobile news application for a client using the Ionic framework.

Total Tech Ltd (October 2015 to November 2016)

Technician

As a technician for an IT support company I: - Diagnosed desktop, application, networking and infrastructure issues. - Provided first line support to customers and would either resolve the issue remotely, or schedule an appointment with an engineer. - Provided onsite support to customers which included; teaching basic computer skills, repairing PCs and replacing

faulty hardware, installing PCs, printers, routers etc. On larger projects I would work with colleagues to fully install network infrastructure by running cabling, patching leads, and installing data cabinets. - In the workshop I repaired software and operating systems on PCs and laptops, replaced faulty parts and built new PCs. - Frequently liaised with software companies and internet providers in order to resolve issues for customers. - Would advise companies of IT based solutions then research, test and implement these solutions e.g EPOS systems, VOIP systems, managed guest networks and CCTV.

Experience Mor (December 2012 to February 2015)

Assistant Manager Initially starting as a personal assistant I quickly assumed further responsibilities and was promoted to assistant manager. My responsibilities were that of Head Housekeeper and administrator.

Hobbies

I'm very enthusiastic and acquire new hobbies all the time. Here are some of my long term ones:

- Board games, video games and card games
- Comic books, movies and tv
- Running
- Cooking
- DIY