

# Michael Porter

Software Developer

## CONTACT DATA

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EMAIL: [m\\_porter@live.co.uk](mailto:m_porter@live.co.uk)  
GITHUB: <https://github.com/mikeporterdev>

## WORK EXPERIENCE

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| JUNE 2014<br><i>Current</i> | <b>Software Developer at Lifecycle Software, Newbury</b><br><i>Java/Python Development</i><br>Designing and developing CRM systems for telecoms service providers, doing full-stack development using Java, Spring and Struts. Developing and maintaining big data operations for large scale telecoms companies, providing information and reporting on historical data using technologies such as OBIEE, ODI and ODS.  |
| 2011 - 2012                 | <b>Sales Assistant at Ryman the Stationers, Swindon</b><br>This position entails day to day contact with customer in a stationary shop in Swindon town centre as well as accurate handling of cash and providing a pleasant shopping experience to customers I was also tasked with "up selling" products. This role required excellent communication skills as well as the ability to think on my feet. This position helped me to hone the following skills. |

## EDUCATION

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| 2012 - 2016 | <b>BSc. (Hons) Software Engineering, Bournemouth University</b><br>THESIS: "Gamifying Childhood: Incentivising Children To Achieve"<br>ADVISOR: Dr. Damien Fay   CURRENT EXPECTED GRADE: First Class<br>This is a comprehensive and broad course in Software Engineering including aspects in both technical and business IT. This degree has a core focus on the methodologies and technologies associated with the industry. The course also features extensive learning in the full areas of software development lifecycle from initial design to documentation and user testing.<br><b>MAJOR PROJECTS:</b> <ul style="list-style-type: none"><li>• Development of a fully featured Connect 4 Android app</li><li>• Project Manager of a simulated business week, managing the development of an car rental order management system</li><li>• Development of a server uptime and resource monitoring system in Python</li><li>• Created a gamified task management Android app and RESTful Flask API as part of my dissertation</li></ul> |
| 2010 - 2012 | <b>BTEC Games Development, New College, Swindon</b><br>OVERALL GRADE: Distinction and two merits.   |

## TECHNOLOGY

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LANGUAGES:	Java, Scala, Python, JavaScript
FRAMEWORKS:	Spring, Struts, Django, Flask
SYSTEMS:	Experienced in both Windows and Linux systems
DATABASES:	PostgreSQL, MySQL, SQLite, Oracle, MongoDB
GENERAL:	Git/SVN, JIRA and other Atlassian Suite tools, continuous integration, agile, test-driven development, REST/SOAP webservice