

Simon Turner

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I am a Computer Science student at the University of Sheffield with experience in web development, design, developing software in teams using different development methodologies, and working with clients/organisations to solve real-world problems. Willing to learn and use any programming language or technology stack.

Education and Training

- Reading Computer Science (BSc, 3 Years) at the University of Sheffield
 - Achieved a First Class level of performance in my first year.
- Achieved A Levels in Maths (B), History (A), an AS Level in Physics (C), and a BTEC (level 3) in IT (Distinction Star).
- Achieved GCSEs in: ICT (A*), Graphic and Product Design (A), Physics (A), Maths (A), English Language (A), English Literature (A), Religious Education (A), History (A*), Geography (A*), Chemistry (A*), Biology (A)

Skills

- **Object oriented programming and design**
 - Experienced in writing, reading and designing object oriented code in several languages, mainly Java, but also Ruby, Python and JavaScript.
- **Functional programming**
 - Some experience writing programs in Haskell, and am always looking for opportunities to use functional programming features in imperative code (such as list comprehensions or mapping functions).
- **Web development and design**

- I have designed, developed and deployed several websites:
 - *A Sinatra app working with the Twitter REST API, Bootstrap and Cucumber for testing:* Worked with a third year student, acting as a client, to capture requirements and write user stories, as well as get feedback after every Scrum sprint.
 - *A Node.js web chat client using MongoDB, SASS and Express:* For this project, I worked with several friends, I was particularly focussed on the frontend but contributed to some features and discussions on backend code and design.
 - *Fully responsive Wordpress website:* I worked on this website myself, but the design and continued maintenance of the site requires working with members of the society's committee, and also other members of the society.
- **Version control and Build Tools**
 - Well versed in Git for both individual and team projects. Enthusiastic to gain more experience using Git and other version control systems in industry.
 - Some experience with build tools like Grunt, and automation tools like Rake and GNU Make.
- **Agile/Test-Driven development**
 - Experienced working with clients to capture requirements, design acceptance tests (with testing frameworks like Cucumber), plan and complete sprints.
 - Some experience with unit testing frameworks like RSpec.
 - Mostly experienced with Scrum but willing to learn other methodologies.
- **Operating systems and hardware**
 - Experienced with both Linux and Windows. Capable of deploying projects and fixing problems with development tools on both platforms. Experience with Bash scripting, using different shells like Bash, Fish and Zsh.
 - Several years experience building desktop PCs, repairing and upgrading laptops and desktops.
- **Teamwork**
 - Bradford University Hackathon 2014:
 - Working with two other developers, I helped design, develop and pitch a website that let a user find out where a soldier from Sheffield had died in the First World War. The challenge was to use a dataset with data relating to Sheffield. I mostly worked on design and pitching the idea, but I also worked with Wikipedia's REST api to display data about particular world war one battles. We came second despite being up against several teams of third

years who had arrived earlier.

- Computer Science Society 24 hour Game Jam 2015:
 - Working with four other developers, I designed and developed a game using Python 3.4 and Pygame. This was a very useful and interesting experience for me, as it gave me good practice at designing complex programs and data structures in teams, and generally with working with complex object oriented systems.
- Global Engineering Challenge week:
 - Working with a team of students from multiple engineering disciplines and experts from outside the university, I helped devise a method for preventing malaria outbreaks in Uganda. This was an instructive experience in working with people with different skill-sets, and problem solving in unfamiliar fields.

Relevant Experience

Webmaster for Sheffield University Roleplaying Society: April 2015 – Present

Working with the roleplaying society committee and other members, I designed a website based on their requirements, and developed that website with HTML5, CSS3, and Wordpress to make content easily editable for the future. Since the website launch, my role involves maintaining the site and coordinating with the committee to add content in line with the society's social media accounts. Taught me important lessons in working with non-technical people, requirements capture, developing a website with a CMS so non-technical people could edit the site, and maintaining a live website.

Interests and Hobbies

Although I enjoy programming side projects in my spare time, I also have other hobbies. I enjoy playing video games, but also enjoy more traditional types of games – board and tabletop roleplaying games particularly. Not all of my hobbies involve staying indoors either – I enjoy going hiking, especially in the Peak District, but also on the coastal paths of Cornwall back home.