

# Simon Turner

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I am a Computer Science student at the University of Sheffield. I have practical experience in software engineering in teams, working with clients to solve real world problems using a variety of technologies. 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, achieving 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)

## Relevant Experience

**Webmaster for Sheffield University Roleplaying Society:** April 2015 – Present

I designed a website based on requirements from society members, and developed that website with HTML5, CSS3, and Wordpress to make content easily editable for the future. Taught me important lessons in working with non-technical people, requirements capture, and maintaining a live website.

## 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**
  - Experience writing programs in Haskell, always looking for opportunities to use functional programming features to improve imperative code (such as list comprehensions or mapping functions).
- **Web development and design**
  - I have designed, developed and deployed several websites. Working with clients and teams on a variety of projects has not only given me experience with backend development (notably Ruby on Rails, NodeJS and Sinatra) but also with the challenges of frontend design and usability, and the details of implementing those designs (mostly in JavaScript

and CSS/SCSS for design).

- **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.

- **Agile/Test-Driven development**

- Experienced working with clients to capture requirements, write user stories, design acceptance and unit tests (Cucumber), RSpec, Capybara), plan and complete sprints. Some experience of Scrum and eXtreme Programming, using Kanban boards.

- **Operating systems**

- Experienced with both Linux and Windows. Capable of deploying projects and fixing problems with development tools on both platforms. Experience with Bash scripting and using different shells like Bash, Fish and Zsh.

- **Teamwork**

- Bradford University Hackathon 2014:
  - The challenge was to use a dataset relating to Sheffield. 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.
- 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 gave me good practice at designing complex programs and data structures in teams, and 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.
- Engineering You're Hired week:
  - Working with a multi-disciplinary team, I had to design, plan for the development of, and pitch a pair of Augmented Reality ski goggles.
- Google HashCode 2016:
  - Working with another developer, I had to write a program to schedule drone flights to pick up goods from warehouses and deliver them to customers.

## **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.