# JAMES COPPARD

## Software Engineering Student

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		Auckland CBD, Auckland
	ABOUT ME	
I am an open source full stack developer and make standalone apps to give back to the communities that I'm a part of. Learning new technologies is very appealing to me so I try to make sure there is minimal technological overlap between any of my projects. I find making these apps that I can use myself and share with others very fulfilling. My interests are rhythm games, software projects and custom keyboards!		
	EDUCATION	
BACHELOR OF ENGINEERI UNIVERSITY OF AUCKLAND   2019 - 2022	NG (HONS)	
<b>Specialization:</b> Software Enginee <b>Software Engineering GPA:</b> 7.7	ring	
	Experience	
<b>QA ENGINEER INTERN</b> PORTAINER.IO   DEC 2020 - PRESENT		

- Writing tests for new features involving the management of Kubernetes clusters and Docker swarms.
- Performing release and post release tests to ensure smooth releases.
- This job was my first time working in an Agile environment which has taught me a lot about how modern tech companies function.

## Software Projects

#### **OSUTRACKER**

- Easy to use website which tracks and displays user statistics for the game osul.
- MERN stack application with additional NodeJs data collection servers collecting and hosting the data of over 10,000 users. It is dockerized and runs on my homeserver.
- Using atomic, mobile first design to ensure the application is responsive
- Has a public facing API for developers to use, with a dedicated documentation website for convenience.
- · Found on osutracker.com, wiki at wiki.nzbasic.com.

### **COLLECTION HELPER**

- · A standalone, feature rich collection manager for osu!.
- Electron / Angular application with a professional and modern UI.
- Features a framework for user written filters powered by the Monaco editor.
- · Extensive written and video documentation to help beginner and advanced users
- This project has taught me a lot about releasing full desktop applications, including testing releases, managing updates and user needs.

**Technologies**