# Jonathan Ruffles

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## PROFILE

Entusiastic, hard-working and time-efficient individual with an interest in web and game development. Proven ability to create full-stack web applications and libraries, using industry standard design patterns and testing. Ability to adapt quickly and learn new technologies when required. Proficient in C#.

## PROFESSIONAL EXPERIENCE

**Fusion Karts Unity Game**                                                                                      Remote
*Exit Games GmbH*
- A Unity game based off the popular game franchise 'Mario Karts'
- Created an **official Fusion multiplayer game sample** to be used as a foundation and reference point for Fusion product customers
- **Worked as a team of 3** to communicate with and meet the client's needs in a timely manner
- Lead the implementation of a multiplayer solution to an existing singleplayer game through refactoring

## PROJECTS

**BscScanner** ⧉                                                                                      06/2021 – 03/2022
*2000+ installs*
- Demonstrates use of **pushing packages to NuGet**
- Demonstrates use of **unit testing** to automatically detect issues
- Multi-project management (see **BscScanner.Extensions.DependencyInjection** ⧉ and **BscScanner.Extensions.Convert** ⧉ )

**Illusive** ⧉                                                                                      10/2020 – 12/2021
*Forum-style web application with REST API*
- Demonstrates use of front-end tools such as **CSS** libraries (**Bootstrap**), **JavaScript** libraries (**AJAX**)
- Demonstrates use of back-end tools such as **.NET ASP.NET Core**, **MongoDB** and
- Demonstrates use of **deploying to the cloud (Azure/AWS/DigitalOcean)**

**GetChain** ⧉                                                                                      06/2021 – 10/2021
*A blockchain data API that aggregates Binance Smart Chain, Ethereum, Ropsten and more chains to a single API root*
- Demonstrates use of **external Web-API** endpoints
- Demonstrates use of **asynchronous programming, CI/CD pipelines** and **Dependency Injection**

## EDUCATION

**University of Sheffield** ⧉                                                                      09/2021 – Present
*Software Engineering with Placement Year (BEng)*                                                        Sheffield, UK
- First Year Overall Result [2:1]
  - INTRODUCTION TO SOFTWARE ENGINEERING [1:1]
  - FOUNDATIONS OF COMPUTER SCIENCE [2:2]
  - JAVA PROGRAMMING [1:1]
  - WEB AND INTERNET TECHNOLOGY [2:1]
  - GLOBAL ENGINEERING CHALLENGE [Distinction]

**Farlingaye 6th Form** ⧉                                                                           09/2019 – 07/2021
*A Levels*                                                                                              Woodbridge, UK
- Business [Distinction*], Computer Science [B], Mathematics [A]

**Bourne Academy** ⧉                                                                                09/2014 – 06/2019
*GCSEs*                                                                                                    Bourne, UK
- Business [D*2], ICT Level 2 [A], English Literature & Languages [5 & 6], Creative Media [D2], Combined Science [A* & A*], Mathematics [7], Geography [7]

## AWARDS

**GEC Prize for Best Overall Solution**                                    23/03/2022
*University of Sheffield*
Developed a solution to improve Remote Connectivity in Cape York, which we **presented
to a Vodaphone Professor in Electrical Engineering.**

**GEC Professional Behaviours Team Award**                                 23/03/2022
*University of Sheffield*

## SKILLS

**.NET Environment (C#)**
*Helios, GetChain, BscScanner*

**HTML5, CSS3, JavaScript**
*Helios uses all of these + libraries*

**Microsoft Office**
*Excel, Word, Access, PowerPoint*

**Visual Studio/Jetbrains**
*VSCode, Studio, Rider, IDEA*

**Python**
*Gyazo Image Scanner*

**Git/GitHub**

**DNS/Web Infrastructure**
*CloudFlare, Google Domains, SSL*

**Java**
*AWT Graphics, A\* & BFS Search*