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

Junior Software Developer

07/2023 – present London, UK

IBD Registry ☑

- Deploying and maintaining both Windows and Linux servers
- Designing, writing and testing a scalable ETL application using .NET, transforming clinical data inputs for analytical purposes.
- Demonstrating use of Terraform to deploy internal company resources to Microsoft
 Azure
- Analysing and deploying the relevant measures to avoid unauthorized access to patient-identifiable data.

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

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 2

09/2021 - Present Sheffield, UK

Software Engineering with Placement Year (BEng)

- 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 🛮

A Levels

• Business [Distinction*], Computer Science [B], Mathematics [A]

09/2014 - 06/2019

09/2019 - 07/2021

Woodbridge, UK

Bourne Academy 🛮

GCSEs

Business [D*2], ICT Level 2 [A], English Literature & Languages [5 & 6], Creative Media [D2], Combined Science [A* & A*], Mathematics [7], Geography [7]

Bourne, UK

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