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. Ability to adapt quickly and learn new technologies when required.

Possesses 5+ years of experience in the Unity engine across a range of projects utilising multiplayer frameworks and 3D real-time rendering.

Professional Experience

Remote	**Fusion Karts Unity Game,** *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

06/2021 – 03/2022	**BscScanner,** *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** ⬈)

10/2020 – 12/2021	**Illusive,** *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)**

06/2021 – 10/2021	**GetChain,** *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

09/2021 – Present Sheffield, UK	**Software Engineering with Placement Year (BEng),** *University of Sheffield* ⬈

- First Year Overall Result [2:1]

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

09/2014 – 06/2019	**GCSEs,** *Bourne Academy* ⧉
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

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

| 23/03/2022 | **GEC Professional Behaviours Team Award,** *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