Jonathan Ruffles

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Education

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

09/2019 – 07/2021 Woodbridge, UK	**A Levels,** *Farlingaye 6th Form* ⧉ • Business [Distinction*] • Computer Science [B] • Mathematics [A]
09/2014 – 06/2019 Bourne, UK	**GCSEs,** *Bourne Academy* ⧉ • Business [D*2] • ICT Level 2 [A] • English Literature & Languages [5 & 6] • Creative Media [D2] • Combined Science [A* & A*] • Mathematics [7] • Geography [7]

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**

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