Pedro Roque

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Personal Statement

From a young age, I have always had an interest in technology, my parents have a picture of me at age 4 under the hood of my ionic iMac G3. At 13 years old, I started an online gaming community with a friend. I was the server guy and spent countless hours on Linux trying to host game server panels to facilitate game server management.

As I went into University and learned how to code, I decided to use my desire to automate some of our most annoying tasks in the community as a reason to learn new relevant technologies like PHP, React and NodeJS.

Since then, I've been part of a lovely collaborative team at SARD where I've been field testing my problem-solving skills on all new projects that required me to learn new skills and tools as I go.

Technical Skills

Source Control & CI/CD
Git, Github Action, Gitlab CI/CD,

DevOps
Linux, Docker, Kubernetes, AWS, GCloud

Programming Languages
JavaScript, TypeScript, Ruby, PHP, Java

Databases
MySQL, MariaDB, SQLite

Web (Frontend)
HTML, CSS, React, React Native, jQuery

Web (Server)
Ruby on Rails, NodeJS, Nginx, Apache

Testing
Rspec, Cypress, Jest, Appium

Other Software
Figma, Postman, SourceTree

Work Experience

Software Developer – Part-Time
SardJV – London & Canterbury & Remote
September 2020 – Present

- Worked on a React Native mobile application where I was the sole developer. Being the first sard mobile application this role involved a lot of learning throw Udemy courses and other resources.
- Regular scrum meetings and tools like Pivotal Tracker were used to keep track of the project and ensure the rest of the team was on the same page.
- Played a key part in the design process and collaborated with the designer to ensure the app meets what users are expecting in Mobile UI/UX patterns.

Software Developer – Full Time
SardJV - Canterbury & Remote
June 2019 – September 2020

- Helped start SARD's ground-breaking AI Powered eRostering project built on Ruby on Rails with React.
- Worked closely with our partners at the NHS to gather the system requirements and ensure the product met their needs and legal requirements.

- Had daily and weekly scrum meetings with our small team where we prioritized our work using Pivotal Tracker.
- Planned and implemented frontend and backend of multiple features with testing using Rspec and Cypress.
- Created a Google OR-Tools model of the rostering problem that considers doctor time off preferences to increase staff happiness. (Constraint Solving)
- Dockerise the application and performed basic Kubernetes deployments.
- Created custom crawler scripts to import customer data.
- Once deployed provided Technical Support for the product as second-line Support.

Voluntary Shop Assistant
Cancer Research UK - Canterbury
January 2020 – March 2020

Volunteered and at their Canterbury retail store, it was a great opportunity to get real-life retail experience while improving my communication skills.

Personal Projects

ElitePortuguesa.pt – Gaming Community
May 2012 – Present

I've been responsible for configuring and managing multiple Linux Servers that host our services. I've dockerised our most important applications to make them easier to move across servers. These include a Nginx instance, game servers, multiple PHP scripts and a NextJS website that automates most of the work.

Today we are the second-largest TeamSpeak Servers in Portugal (according to gametracker.com) with a daily peak of about 200 People online.

Education

2017-2021   **University of Kent, Canterbury**
                      Computer Science (Artificial Intelligence) with Year in Industry - BSc - 2:1

2015-2017   **City and Islington College - Centre for Business, Arts and Technology**
         Pearson BTEC Level 3 Extended Diploma in IT (Software Development) – D* D* D*
(Triple Distinction Star)

Hobbies & Other Information

Gaming, Learning, Listening to audiobooks, Walking, Reading

References

References are available upon request.