

**ROBIN ZIGMOND**

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**Languages/technologies:**

- HTML5
- CSS3
- Javascript, including:
  - jQuery
  - AngularJS
- Bootstrap
- Python, including:
  - Django
  - Flask
- Git/Github
- SQL
- MongoDB

**Links to projects:**

- <https://robinzigmond.github.io/Dominion-app/>
  - Single-page application, centred on a card search feature
- <http://boardgame-dashboard.herokuapp.com/>
  - Dashboard to analyse data on board games.
- <https://robinzigmond.github.io/snake/>
- <https://robinzigmond.github.io/breakout/>

GitHub:

<https://github.com/robinzigmond>

**Education:****Diploma in software development**

Code Institute, January-November 2017 (expected)

**PHD in Mathematics**

Durham University 2005-2010

**MMath:**

Durham University 2001-2005 (1<sup>st</sup>)

I am a passionate and highly motivated developer, seeking my first professional position as a junior web developer. Since starting to learn in January 2017, I have discovered a real passion for writing code – I love the combination of creativity and logical thinking which is required!

Just 8 months ago I had never written a single line of code (unless you count dabbling in BASIC at the age of about 12). Now I have a good practical knowledge of a number of key web technologies. I have completed a number of major and minor projects, and am always looking for new opportunities to practice and further develop my skills. I really enjoy the learning process and devote a lot of my free time to reading about various languages and technologies, as well exploring them in practice.

I cannot wait to be given the opportunity to learn more about this field in a professional role, and know that my desire to learn and speed of learning would make me an asset to any company willing to invest in a junior developer.

As well as my personal projects, I have been working on a collaborative project with 2 fellow students - partly for fun, partly for more coding practice, and partly to learn more about how to collaborate on a project using Github. I have learnt much by doing so. The project (an “adventure”-style browser game) is not yet available online, but we aim to have a small playable prototype very soon. My own contributions to the project include the code for constructing the different map tiles and moving the player between them when they walk through a door, for the enemies in the game and the various different ways they can move, for the different weapons at the player’s disposal, and for interacting with map elements in order to change the landscape.

In addition, I have been heavily involved in helping fellow students, both on our Slack channel and via video calls – for several different reasons, but most importantly because I feel strongly that you do not really understand something yourself unless you are able to help others to do it.

**Employment History:**

May 2011-present: Production Planner at AKS Precision Ball Europe Ltd (a factory manufacturing precision steel balls for use primarily in the automotive industry)

My responsibilities include: determining production volumes, making detailed machine plans, ordering raw material and liaising with suppliers to ensure correct material stock levels.

September 2006 – June 2009: I taught tutorial groups of 1<sup>st</sup> year undergraduates while studying for my PhD. Included marking homework and setting up 1-on-1 sessions when requested.