

Sam Spain | Software Engineer

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Profile

Full stack developer currently primarily working in Java Spring MVC for web. Passionate and driven full stack software developer with years of commercial software experience. Proficient with the complete development life-cycle from being part of an agile scrum team responsible for regularly delivering valuable improvements. Dedicated to keeping knowledge relevant and up to date by learning new technologies whilst also sharpening existing skills.

Core Skills

- Java Spring
- Javascript
- Vue.js
- Express Node.js
- C#
- Web MVC
- Test Driven Development
- Microsoft SQL Server
- Domain Driven Design
- Scrum

Career Summary

November 2018 - Now

Full Stack Software Engineer at CoolCare

My primary responsibility is working as part of our development team to keep CoolCare 4 the UK's most efficient care home management tool. Our company business model is software as a service which means we're able to develop and regularly deliver sought after features.

- Collaborate with the rest of the team in Scrum "Story Time" sessions to help shape new customer needs into estimated feature tickets ready for development work
- Take the lead independently or pair with colleagues to develop new features or bug fixes in all areas of CoolCare including rostering, payroll, and billing across the whole software development life cycle
- Discuss and negotiate with the Product Owner and QA specialist to form a written criteria to maintain accurate work according to business requirements
- Assist customer support team with difficult customer problems by investigating errors or debugging unexpected behaviour with customer data
- Take responsibility for critical production issues such as handling unexpected server downtimes or continual errors in key production services
- Technical writing, delivering releases, and improving the team processes.

Summer 2016

Games Developer Intern at VISR VR

During my time at university I interned at a local mixed reality software development studio where I participated in long and short term projects

- Worked with the development team to deliver a small virtual reality project over a week span using the Unity3D games engine and HTC Vive
- Participated in development of a experimental games project using the Unreal Engine with C++ and visual scripting

Spring & Summer 2016

Academic Support Tutor Project Intern at University of Hull

I worked with other student interns and faculty staff to deliver the full implementation of the Academic Support Tuition policy with Hull University with the overall objective of improving the student experience.

- Developed tools to signpost academic support services and assist the student experience of project management
- Work in a kanban board environment to pick up small tasks to assist delivering AST policy
- Attend meetings across different faculties and departments and take notes to report to project manager

Autumn 2015 - Spring 2016

Student Teacher at Sirius Academy West

As part of my time learning in university I wanted to experience something different to help with IT education in my area and build soft skills. I opted for the education module where I worked as a student teacher in a secondary school.

- Assisted with IT classes throughout all secondary school ages to share knowledge and evangelise higher education and STEM
- Delivered a lesson to a class in teaching binary
- Organised a school trip to the mixed reality lab in Hull University

Education

2013 - 2017

Computer Science at The University of Hull

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My time at university was filled with diverse experiences with module choices that steered towards games development. During my time I attended several game jams across the UK and became games development coordinator for the computer society.

- Year 3 - Distributed Systems, Games and OpenGL programming, Unity3D games development
- Year 2 - Systems Analysis, Design, and Process, Networking and Games Architecture, Computer Graphics and User Interface Design
- Year 1 - Programming in C#, Software Engineering and Human Computer Interaction, Vector and Matrix Mathematics

Other: BTEC Extended Diploma "Distinction, Merit, Merit". 7 GCSEs at grade C or above (or equivalent) including Maths and English