SCOTT JONES

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EXPERIENCE

Stripe — Software Engineer Intern

May - August 2022

London, UK

American Express — Software Engineer Intern

June - August 2021

Burgess Hill, UK (Remote)

- Developed a configuration and metrics dashboard for parallel-run internal payment network testing tool, cutting the time taken for business representatives to reconfigure the tool from multiple days to minutes, and freeing engineers from dealing with configuration requests
- Led development of a backend API using Java and the Spring Boot framework to access test data and change configurations by interfacing with PostgreSQL database and Consul cloud storage
- Used React to create a data-driven frontend UI dashboard with Chart.JS graphs to visualise test data, filtering and grouping options, and an interface to easily configure existing testing tools
- Regularly presented to vice-presidents, directors, and senior leaders
- Deployed our application to OpenShift enterprise cloud using Docker and Jenkins

EDUCATION

University of St Andrews

2019 - 2023

MSci Computer Science (Integrated Masters) - Graduating May 2023 - Averaging First Class Honours Placed on Deans' List for exemplary academic achievement in the 2020/21 academic year

Relevant Modules:

- Data Structures and Algorithms
- Operating Systems and Systems Programming
- Computational Complexity and Logic

- Artificial Intelligence
- Concurrency and Multi-Core Architectures
- Databases

Colchester Royal Grammar School

2017 - 2019

GCE A-Level Mathematics (A), Computer Science (A), History (A), Physics (B) Awarded Speech Day Prize for Computer Science in 2018 and 2019

PROJECTS

Federated Social Media Network — Software Engineering Team Project

 $September\ 2020\ \hbox{-}\ May\ 2021$

- Worked in a team to create a university-focused federated social media site with React and Django
- Represented my team in meetings with other teams to collaboratively design a protocol to federate content
- Produced regular progress reports and met regularly with our supervisor
- Used SCRUM methodology to develop in an agile way, organising regular SCRUM meetings remotely, building a backlog of user stories, and planning flexible development sprint cycles

Luigi's Labsion — Hack the Bubble 2021 Solo Prize Winner — repository link

 $November\ 2021$

• Used Go and SDL2 to implement a fully-networked multiplayer LAN game in 9 hours at Hack the Bubble 2021

AI Shakspearean Discord Bots — StacsHack 2021 3rd Place Prize — repository link

March~202

- Used Python, TensorFlow, and textgenrnn to train recurrent neural networks on Shakespeare for text generation
- Used the Discord API to create several bots, replying to eachother to act out a novel Shakespeare play in real-time

Simple Linux Shell and Virtual File System

October - December 2020

• Used C to implement a simple Linux shell and virtual File Allocation Table filesystem

LANGUAGES AND SKILLS

- Programming Languages: Java (9 years), Python (5 Years), JavaScript (4 Years), C (3 Years), Haskell (1 Year)
- Tools and Technologies: Git, React, NodeJS, Django, JavaFX, JUnit, JSON, AJAX, Linux, Spring Boot, SQL

References can be provided upon request