

## Software Developer | Agile Practitioner | Azure Practitioner

### PROFESSIONAL SUMMARY

Results-driven Software Developer with 2 years of experience in agile environments. Proven track record of achieving sprint targets and delivering successful project milestones. Skilled in C#, .NET, C++, and Unreal Engine, with a focus on creating modular, scalable codebases and efficient data management systems. Adept at collaborating with cross-functional teams and committed to continuous learning and skill enhancement.

### KEY SKILLS

✓ C# .Net	✓ Git	✓ Agile
✓ C++	✓ OOP	✓ SOLID Principles
✓ RESTful API	✓ Unreal Engine	✓ Multi-Threading

### RELEVANT PROFESSIONAL EXPERIENCE

#### C++ Developer

June 2023 - Present

Born in a Storm

Remote

*Engineered a data management system within Unreal Engine, achieving real-time updates, data consistency, and synchronization across networked clients. Applied OOP and SOLID principles to design a modular, scalable codebase that improved collaboration and maintainability.*

- Developed a data management system within Unreal to handle dynamic application states, ensuring data consistency and synchronization across networked clients.
- Designed and implemented an event-driven system using delegates and asynchronous programming, resulting in a **20%** increase in system responsiveness.
- Enhanced collaboration by adhering to OOP and SOLID principles, reducing technical debt by **15%**.
- Authored clear and comprehensive documentation that reduced onboarding time for new developers by **30%**.
- Collaborated in Agile workflow with designers, front-end developers, and network engineers to integrate the event-driven system and data management, ensuring a cohesive user experience.

#### Tech Analyst

December 2022 – June 2023

Eversheds and Sutherland via Grayce

Leeds

*Optimized ETL processes and enhanced data flow by integrating Power Automate with RESTful APIs and SQL/NoSQL systems. Conducted user training and refined business processes through API-driven automation, cutting costs and boosting efficiency.*

- Streamlined ETL processes by integrating Power Automate with RESTful APIs, improving data flow efficiency by **25%** within internal and external systems.
- Integrated Power Apps and Power Automate with existing systems, to enable the use of RESTful APIs and SQL(NO SQL), for improved data flow and real-time synchronization.
- Automated workflows, reducing manual intervention and costs by **10%** through optimized business processes.
- Provided user training and support on Power Apps and Power Automate, emphasizing API usage for automation and data management.
- Worked with stakeholders to optimize business processes through the use of Power Platform tools, implementing API integrations to reduce costs and increase efficiency.

## SIDE PROJECTS

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### Automated Influencer Bot

June 2024 – Present

*Developed a .NET MAUI app with HtmlAgilityPack for web scraping, using search parameters to extract relevant people from web pages. Integrated REST APIs for data management and implemented OAuth with Azure AD and Google Cloud for secure multi-platform access.*

- Implemented a web scraping feature in a .NET MAUI app using HtmlAgilityPack to extract and parse HTML data, utilizing search parameters to find and retrieve relevant people from web pages.
- Integrated REST APIs for centralized data management, streamlining the data integration process.
- Deployed OAuth with Azure AD and Google Cloud, enhancing multi-platform security and user authentication.
- Consulted with stakeholders to gather insights and ensure the new features met their expectations and business goals.

## EDUCATION

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### (MSc) Computer Science for Games Development (Merit)

University of Hull

Relevant Modules: AI and Simulation, C++ Programming and Desing, Graphics Lab, Advanced Rendering, Development Project, Games Architecture and Concurrency,

**Dissertation:** Development of a Networked Virtual Reality Tanks Game with Procedural Generation and Ray Tracing.

### (BSc) Computer Science for Games Development (Second class, First Division)

University of Hull

Relevant Modules: Computer systems, Programming 1, Programming 2, Quantitative methods in computing, Sustainable Computing, Software Engineering, 2D Computer Graphics and Simulation, 3D Graphics, Advanced Programming, Artificial Intelligence, Networking, Systems Analysis, Design and Process, Commercial Games Development, Distributed Systems, Games Architecture, Managing a High Tech Bussiness

**Dissertation:** VR application Development with an OOP focus.

## QUALIFICATIONS

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- **Elements of A.I** - Online course from the University of Helsinki worth 2 ECTS credits
- **Agile certificate** - A comprehensive Agile certification and demonstrated proficiency by passing the certification exam
- **Azure Fundamentals** - Part of training at Anglo-American, preferred cloud provider
- **AWS Cloud Practitioner** - Foundational certification for AWS
- **Full UK Driving Licence**