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| University Degree Bsc COMPUTER SCIENCE-LOWER SECOND CLASS HONOURS | Academy Stream DevOps |

## Summary

*Graduated from Oxford Brookes after studying Computer Science, who is pursuing a career as a software engineer through Sparta Global.*

*A well spoken individual who isn't afraid to champion an unpopular idea in the workplace. Throughout his time at university he has worked in many group projects where he has developed a range of skills as a team player by actively participating in the projects and taking leading when the opportunity . A highly motivated and problem solving individual who is driven by their passion of programming.*

## Academy Experience

***BASIC TRAINING AND TOOLING*** - *Bash Basics. Terminal Navigation. Git CLI Version Control, Git collaboration with Github. XML. Structuring webpages with HTML. HTML5 Semantics. Web Accessibility. Responsive CSS Design. CSS Precompilers. CSS Frameworks. Chrome Developer Tools. Browser Compatibility.*

***FRONT END DEVELOPMENT & WEB TECHNOLOGIES*** - *Javascript Fundamentals. Object Oriented Development with Javascript. DOM Manipulation. JQuery Basics. Managing dependencies with Bower. AJAX Core Concepts. REST architecture. Third-party data with APIs.*

***SERVER SIDE ENGINEERING* -** *Ruby Fundamentals. Understanding your code. Debugging tools. Class Methods and Variables, External Data and YAML, Regular Expressions. Object Oriented Programming with Ruby. Ruby Dependencies and Gems. Classic Web Application Architecture. MVC. Server Side Routing. ERB Templating. SQL Fundamentals. Data Modelling.*

***FULL STACK APPLICATION DEVELOPMENT*** -*Introduction to Ruby On Rails. Resource Controllers. Active Record and Object Relational Mappers. Data Validation. Relational Data. Server Side Authentication. Test Driven Development. Deployment with Heroku. AWS S3 upload and file storage.*

***MANUAL CONFIGURATION & CLOUD SERVICES*** *- The DevOps Movement. Introduction to agile workflows. Introduction to Continuous Integration. Cloud Technologies. Working with Amazon Web Services. AIM configuration. Looking after your localhost. Development Environment management with Vagrant. Bash Scripting continued. Introduction to EC2. Manual Provisioning. SSH and remote shell connections. Production Environments. Configuring WebHooks. Introduction to Jenkins & continuous delivery.*

***INFRASTRUCTURE AUTOMATION & ANALYTICS*** *- Continuous Delivery continued. Infrastructure as code. Infrastructure Automation with Chef. Chef Recipes and Cookbooks. AWS Command Line and EC2 Management. Chef Templates. Testing our infrastructure with Chef-Spec and Server-Spec. Chef Kitchen. Cookbook Servers and Application Servers. Code Coverage. Performance Testing. Introduction to file system security. Monitoring and reporting. Load Balancing & auto scaling Disaster Recovery & Fallbacks.*

**CONTAINERISED SERVICES & SECURITY** - *Microservice Architecture. Container based services. Working with Docker. Container Clustering. Service Registries. Container Registries. Kubernetes & AWS EC2 Container Service. Docker Compose. Auto Rollback. Auto Failovers. Single Points of Failure. Metric Watching. Backups. Vagrant and Docker for development environments.*

## Academy Projects

#### Name: Project 1 - Escape sparta

#### Description:

-Tasked with making a browser based game in HTML, CSS and JavaScript.

-A 2D puzzle escape game based in Sparta Global, the spartan has been locked inside and the power is out. Using their logical and agile mind and they must Escape Sparta.

***NAME:*** *Project 2 - MVC CRUD APP*

***DESCRIPTION:***

-This is a web application that allows members of the Sparta Global Organisation to upload and view projects they have worked on. Members can make an account, and are then able to create, read, update and delete their projects, and view projects created by other Spartan members.

***NAME:*** *Project 3 -* POSTGRES TEST ENVIRONMENT

***DESCRIPTION:***

This project is a basic test environment containing a Virtual Machine with a Postgres database installed. It is intended for use by those on the Sparta Global SDET course to facilitate the learning process.

## Employment History

#### KASSAM STADIUM / WAITER /FEB/2015 – JUNE/2016

*-Worked at Oxford football stadium serving customers who hired out private boxes. Organised teams to keep the customers happy and the service smooth.*

#### BELCHAMPS Scout Activity Centre/ CATERING /JUNE/2017 – AUGUST/2017

*-Worked in the catering department in a team of three making sure kids and staff got their meals on time, handling deliveries, cleaning and cooking.*

## Education

#### oxford brookes / computer science /sept/2014 – JUNE/2017

###### Modules:

###### 1st Year:

-Modern Computing Technology(double)

-Software Development Environments

-Business Computing(double)

-Introduction to Object Oriented Programming

-Networking and Multimedia

-Discrete Mathematics

###### 2nd Year:

-Foundation of Computation

-Further Object Oriented Programming

-Software Development with C and C++

-Professional Issues and Computer Risks

-Requirements Specification an Software Design

-Data Structures

-Foundations of Security

-Approach to Mobile Software Development

###### 3rd Year:

-Artificial Intelligence for Games

-Advanced Object-Oriented Programming(Honours Component)

-Advanced Mobile Software Development(Honours Component)

-Current Research

-Reasoning about Functional Programs(Honours Component)

-BSc Computing Project(double Honours Component)

-Game Development(Honours Component)

Final Project: A 3D Mobile, economic strategy game. The project will tackle the issues with developing a game by a single person and discuss the idea of what makes a economy game complex.

## Hobbies/extra Curricular activities

-Video editing montages for television shows

-Managing my own youtube channel(youtube/keir.stannard)

-Playing football (Was in a team for 10 years)