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

## Summary

*Graudated from Oxford Brookes after studying Computer Science, I am 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 projects and taking the opportunity to lead. A highly motivated and problem solving individual who is driven by their passion of programming.*

## Academy Experience

#### Business Skills

Description: *A continuous development that explores the world of business and projects therein. A focus on understanding their role within organisations and communicating effectively with the people around them*

Skills: Effective communication, networking, negotiation, project life-cycles, development life-cycles, time and task management, stakeholder analysis/management, memory techniques, network diagrams, WBS and dependencies, presentation skills.

#### Software Testing

Description: *Spartans are pushed to become diverse testers with a wide breadth of competencies across traditional and modern projects in real world scenarios.*

Skills: Developing and managing test cases and strategies, test design, structured exploratory/session/risk/functional/usability/performance based testing, black box/white box techniques, JMeter, defect management, root cause analysis, Jira & Confluence.

#### Automation

Description: *Combining a testers mind with a developers’ skill-set, this is not just theory - labs and drills are run regularly on real life projects to build confidence ready for work on client-site.*

Skills: Cucumber, Capybara, Watir, Gherkin, Selenium Web-driver IDE, BDD, TDD, specification by example, RSpec, SBE, features and scenarios, writing features, page and data models, page objects

#### Agile

Description: Practiced continually throughout the academy, the mind-set, ceremonies, and continuous integration creates a highly knowledgeable agile expert.

Skills: Scrum, user stories, personas, acceptance criteria, backlog and estimation, retrospectives, stand-ups, Kanban, agile tooling, continuous delivery, extreme programming.

#### Ruby and databases

Description:  *As a second language taught at the academy, ruby is perfect to assure your automation framework will be utilised optimally.*

Skills: Relationships and modelling, functions, classes and objects, building web apps, Sinatra, ERB Templates, Rails, Routing, validations, relationships, authentication, asset pipeline, advanced relationships and nested resources, Heroku, database interaction, SQL, MongoDB

## Academy Projects

#### Name of Project: Sparta Core 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.

## Employment History

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

*A high-level example of the work you did while employed. Just a couple of sentences are needed here.*

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

*A high-level example of the work you did while employed. Just a couple of sentences are needed here.*

## 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.

## Certifications

## Hobbies/extra Curricular activities

-Video editing montages for television shows

-Managing my own youtube channel

-Playing football