

Toby Bessant - Curriculum Vitae

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Profile

Progressive and client-focused full-stack developer experienced in producing robust applications across an array of technologies. Demonstrable understanding of software development fundamentals, in addition to a multitude of newer frameworks and libraries. Undertaken an industry placement year working under agile methodologies to integrate & automate business web-applications. Always exploring new ideas through tangible projects including a mobile tenancy communication platform, web-based multi-player typing game, and a noise-based procedural terrain generator.

Professional Experience

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| 2018–2019 | Business Applications Developer A2Z Cloud
Placement year taken as part of my degree. Configured, automated, and integrated various Zoho and external business applications. <ul style="list-style-type: none">• Developed NodeJS middlewares to sync and map relational-database records to formats received by business applications.• Hosted applications using AWS lambda.• Used various REST API's & webhooks to connect services.• Attended and ran weekly client meetings, both for requirements gathering and app demos.• Took part in daily scrum meetings, even having the opportunity to run a scrum meeting when my manager was unavailable. |
| 2015–2016 | Customer Assistant The Regal Stowmarket
Part-time job during college to improve confidence and start earning some personal finances. <ul style="list-style-type: none">• Selling box office tickets, answering customer calls, working behind the bar• Developed good communication skills due to small team of 3 at all times.• Small team size meant I took part in marketing decisions and am proud to say that their growth led to plans of expansion after my departure. |

Education

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| 2016–2020 | Computing & Games Development BSc (Hons), University of Plymouth.
Predicted to graduate with first-class honours | | | | | | | | | |
| 2014–2016 | A-Levels, Suffolk One Sixth-form College.
Computing: D, Sociology: B, Psychology: D, Ancient History AS: D | | | | | | | | | |
| 2009–2014 | GCSE's, Stradbroke High School. <table border="0" style="width: 100%;"><tr><td>English: B</td><td>Core Science: B</td><td>ICT: Pass</td></tr><tr><td>Maths: B</td><td>Additional Science: B</td><td>History: A</td></tr><tr><td>Religious Studies: A*</td><td>Business Studies: B</td><td>Graphics: C</td></tr></table> | English: B | Core Science: B | ICT: Pass | Maths: B | Additional Science: B | History: A | Religious Studies: A* | Business Studies: B | Graphics: C |
| English: B | Core Science: B | ICT: Pass | | | | | | | | |
| Maths: B | Additional Science: B | History: A | | | | | | | | |
| Religious Studies: A* | Business Studies: B | Graphics: C | | | | | | | | |

Skills Profile

Languages: C#, Java, JavaScript, HTML/CSS

Web frameworks: TypeScript, Express, TypeORM, VueJS, Angular8, SCSS, NebularUI, Cordova, Ionic

Database: SQLServer, MongoDB

Version control: Git, GitHub, Bitbucket

CI/CD: Docker, Azure Pipelines, Heroku

As a result of my university degree I have experience developing in a wide range of languages, environments, and disciplines. The first two years of my degree were centred around building a foundation for my programming skills, using C# and Java to demonstrate SOLID principles and implement design patterns to solve problems. As I have matured as a developer my primary interest has shifted towards full-stack web development. In my own time I started to teach myself about web development, and carried these skills into my final year at university. Since then, I have experience developing in JavaScript and TypeScript to produce APIs & persistence layers, communicating to both MongoDB and relational databases. My front-end development experience spans the use of VueJS and Angular8, for desktop web applications and native mobile applications. I have experience using Git in both individual and team settings, performing and receiving pull-requests and code reviews with my colleagues.

Between my second and third years of university, I was able to use the skills I had learnt in an industry environment - automating and integrating business web-applications for clients. Working in an agile environment meant I was involved with scrum meetings, and directly demonstrating my solutions to clients over online meetings on a weekly basis. My placement gave me skills in programming and debugging in a web environment, in addition to working with APIs, databases, and building integration middleware. This middleware was often hosted on AWS which I would help configure. I would also be on the client support portal, emailing and calling clients to assist them with any problems they were experiencing. On a personal level, my placement year improved my confidence which in turn has helped with my ability to approach new challenges.

In addition to the skills outlined above, I have experience using C# to develop experience-based projects in Unity3D - allowing me to utilise my programming knowledge to make games, and VR experiences. During my final year of university I used C++ and OpenGL to build various graphics rendering applications; a model-loader to parse and render the data for 3D model files, and an application to procedurally generate & render virtual terrains using noise functions.

Interests

Outside of software development I have a keen interest in reading fiction books, particularly of the crime-fiction genre. I enjoy it because it provides a way for me to be analytical and test my problem solving abilities in an atypical way. In addition, I enjoy learning about ancient history - particularly Ancient Rome and Ancient Greece, as these eras of human history are responsible for many of our traditions today. In my spare time I play guitar, which feeds into an active interest in music - something which has had a large influence on my life.

References

References available on request.