

ZACHARY UPSTONE

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SKILLS

Frontend: Vue, Angular, React, TypeScript, JavaScript **Testing:** Pest, Gherkin, Selenium
Backend: REST API's, PHP, Express, Fastify **Additional languages:** Python, C++, C, C#
Native: Swift, SwiftUI, Objective-C, Java, Kotlin **Tools:** Docker, Git, Jira, Bitbucket, CI/CD

EXPERIENCE

Pugpig London, UK
Product Developer Oct 2024 - Present

- Modernised front-end code with Vue, eliminating legacy tech debt between native and web, fixing bugs, improving maintainability, and collaborating with designers to refine UI/UX.
- Enhanced native applications by integrating new SDKs and leading feature development from concept to delivery, including user-facing improvements such as Toast notifications.
- Managed theming, localisation, and content for 100+ newspapers and magazines to reduce the need for custom code, while maintaining an automated test suite to ensure consistent, high-quality releases.

Bsquare Trowbridge, UK
Student Software Developer Jul 2022 - Jun 2023

- Developed new product features using version control (Git), including an OS updates page and interactive product tour, while debugging and supporting QA sprints in an Agile environment.
- Contributed to the QA team by writing automated unit, API, and UI tests with Gherkin and Selenium, reducing manual testing effort and improving test coverage in CI/CD pipelines.
- Performed manual testing and coordinated QA sprint tasks, collaborating across teams to meet release deadlines and maintain quality standards.

EDUCATION

University of Bath 2020 - 2024

Computer Science BSc - First Class Honours - Overall grade – 74.51%

Units including: Final year project (Dissertation), Logic and semantics of programming languages, Entrepreneurship, Reinforcement learning, Advanced graphics processing.

Chesham Grammar School 2013 - 2020

A level: Further Mathematics (A), Mathematics (A*), Computer Science (A), Physics (A).

GCSEs: 4 grade 9's, 2 grade 8's, 3 grade 6's, 1 grade 5, 1 grade A

PROJECTS

- **Short Storey** - Full-stack web application for sharing short stories, built with Vue and Fastify.
- **Chrome Context Control** - Built a Chrome extension for customising the browser context menu.
- **Square Paint** - Implemented a C++ painting system involving dividing the canvas into squares.
- **Snowstorm** - Explored performance trade-offs via snow animations (Asm, C, D, C++, Rust, Ada).
- **Traffic Simulator** - Designed a graphical traffic simulation in C, with adjustable flow rates.

ACHIEVEMENTS

- Competed in BathHack 2021 and 2024, developing web games with React in 24-hour hackathons.
- Volunteered at WorkAid for 18 months
- Gold DofE

REFERENCES

Available upon request