ZACHARY UPSTONE

Email o GitHub o LinkedIn o Website

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, Graphs and Networks: Theory and Applications, Reinforcement learning, Advanced graphics processing, Safety-critical systems

Chesham Grammar School

2013 - 2020

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

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

SKILLS

Web Development: Vue, Angular, React, Typescript, Javascript, PHP

Native Development: ObjC, Swift, SwiftUI, Java/Kotlin

Test Development: Gherkin, Selenium

Other Programming Lanuages: Java, Python, C++, C, C# Miscellaneous: Docker, Jira, SQL, Float, Bitbucket, Git

EXPERIENCE

London, UK Pugpig

Product Developer 10/2024 - Present

- Worked on web code adding new features and fixing bugs, including localisation and controllable theming work.
- Worked on native code, adding SDKs, revising ObjC features and introducing new functionality such as Toast messages.
- Worked on backend code, including express, managing the theming, localisation and content of 100's of newspapers/magazines.

Bsquare Student Software Developer

Trowbridge, UK 07/2022 - 06/2023

- For 6 months I worked in the development team for SquareOne in which I fixed bugs, produced new features (such as an OS updates page and a tour for a product) and tested code during QA sprints.
- For another 6 months I worked in the QA team, in which I wrote automated tests (for API and UI), performed manual tests and managed the delegation of manual testing during the QA sprint.

PROJECTS

- Short Storey Full stack web application for sharing and rating short stories using Vue and TS.
- Snowstorm Created snow animations in a range of languages (Assembly, C, D, C++, Rust, Ada).
- Chrome Context Control Created a Chrome extension to allow control of the context menu.
- Traffic Simulator Created a graphical traffic simulation in C, with controllable flow rates.

ACHIEVEMENTS

- Competed in BathHack 2021 and 2024 using React both times producing web games.
- Volunteered at WorkAid for 18 months
- Gold DofE

REFERENCES

Available upon request