

Professional Profile

A project driven Full-Stack Web-Developer with an academic background in Computing for Games (BSc Hons) and Entrepreneurship (MA). Strong interest working and learning both high level and low level programming languages and APIs. Good first hand knowledge of working within and managing scrum/agile in small multidisciplinary teams.

Core Skills

Full stack Web Development

- JavaScript
- React
- AWS ECS/ECR,
- Janus audio-bridge
- Node
- Terraform
- Docker
- Linux

Games — Within Engine

- Unreal Engine 4
- C++
- Blueprints
- AI Behaviour trees

Games — Without Engine

- C++
- OpenGL (GLSL)
- SDL
- Python

Markup Languages & Version Control

- Git
- \LaTeX
- Markdown
- Org

- Scrum/Agile

Career Summary

2019–PRESENT

Co-Founder and Full Stack Web Developer

Ramble Media LTD Wrote and maintained a live audio broadcasting website with a talented co-founder in the hopes of disrupting the podcast industry. We hoped to achieve this by creating the ability for pod-casters to host call shows. Unfortunately our first to market advantage was taken by several pre-existing podcasting apps and services with larger and more efficient development teams.

The key takeaway from this project was a more developed understanding of how software teams work in a more professional setting and developed a deeper understanding of the agile/scrum in the environment it was designed for. And a broad skill-set in the web development industry including recording/broadcasting live media entirely in the web browser and a decent understanding of modern web development frameworks like react.

Education and Qualifications

2018–2019

MA Entrepreneurship — Launchpad Program

Falmouth University In this program I helped research the market surrounding a software product I then helped create, in and attempt to disrupt the podcasting industry. See **Career Summary — Co-Founder and Full Stack Web Developer** for more information.

The key takeaways from the more academic side of the project however include the ability to plan and produce much larger and more complex plans for creating software that include using live daemons and services to complete functionality without duplicating work.

2015–2018

BSc (Hons) Computing for Games

Falmouth University During this degree I not only developed all of the core skills based on video game production, but also because of the coursework based structure of the program worked in several multidisciplinary teams. The most successful project of which I was a made a part of was the first company I hoped to help start. I joined this group of students hoping to create and self publish what would be thier final year and my second year game called Monq <https://d-tail-entertainment.itch.io/monq>.

But I found that the most interesting part of the course for me was creating my own graphics engine to display and allow one to traverse a simple procedurally generated landscape. This is due to my love of trying to gain a deep understanding of how more minimalist systems work.