

Jamie Flint

PERSONAL

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PROFILE

As a keen individual he is looking forward to a career in software engineering. He is always looking for new technologies and is actively looking for new areas to expand his knowledge into. With many opportunities in the past, he has picked up key skills including team management, assertiveness, and public relations. Seeking a placement in a software engineering background, be it back end and embedded systems or user space and front end development, will air him in starting a career in software engineering.

EMPLOYMENT

Coventry University

Imosphere Ltd

September 2016 - Present

He undertook his first role as a graduate working as a Software engineer at Imosphere. Since joining the Imosphere team he has helped develop and expand the companies health and social care analytics platform Atmolytics. Within the software he has worked to develop new features, improve existing functionality, increase system speed and stability, investigate and enhance security. He has also helped build the companies Single-Sign-On software to help tie all of Imospheres products together.

Sports Direct International Plc

June 2014 - July 2015

His time at Sports Direct was spent as part of his university Industrial Placement. At Sports Direct he undertook many major projects over the course of the year. A key project that he spent his time on was replacing the core caching solution for the websites in favour of using Redis. As a part of this he was in charge of configuring all of the Red Hat Enterprise Linux servers that would be running Redis including setting up all the necessary security. Other tasks undertaken include managing any issues related to the search on the websites, creating workflows in Sql Server Integration Services and System Centre Orchestrator, and writing an application to manage promotions.

Student Proctor

September 2013 - Present

To provide an active service assisting students during labs to help in the smooth running of the sessions.

Student Advocate

April 2013 - Present

As a member of the Engineering and Computing Faculty marketing team, this role is to publicly represent the faculty on many university open days and corporate events.

EDUCATION

Coventry University

September 2012 - July 2016

Computer Science First Class BSc Hons.

Modules Included

- Stage 1: Introduction to Programming, Designing for usability, Enterprise Information Systems, Computer Architecture and Networks, Mathematics: Logic & Sets, Introduction to .Net Framework
- Stage 2: Software Systems Engineering, Programming Algorithms & Data Structures, Operating systems and Security, Data and Information Retrieval, Android Development Skills
- Stage 3: Software Quality & Project Management, Concurrent & Realtime Systems Design, Theoretical Aspects of Computer Science, Open-Source Software Development

King Edward VI College Nuneaton

September 2010 - July 2012

Four Advanced Levels (Electronics A2 - B, Physics A2 - D, Product Design A2 - D, Mathematics A2 - E)

Etone College

September 2005 - June 2010

Twelve GCSEs including English, Maths and Science (A: 2, B: 3, C: 4, D: 2)
Diploma in Digital Applications - Distinction

PROJECTS

Cooperative AI project

As part of my second year at university I undertook a large project researching and designing an Artificial Intelligence system to work with cooperative game mechanics (such as squads of units). For this we first had to 'bid' for a place on the project citing our relevant skills and reasons why we should be on the project. Once the team was assembled we set to work planning the project; what skills we all had, what development method we should pursue and how much we wanted to complete. We then entered a period of 2 months worth of research into what types of AI were already available and how we could link them together. At the end of this period we had a very good idea of what we wanted to produce, which included AI systems such as BOIDS and goal oriented action planning, also including either A* or D* for pathfinding. Finally we got onto the development stage, we chose LibGDX for our back end mechanics and rendering library which is free and open source and cross platform. We spent about 10 weeks developing our system and got most of what we planned on building complete. We unfortunately ran out of time to implement Goal Oriented action planning but we do plan on completing this in some further date, and also we plan on open sourcing our work as soon as we

Coventry University Computer Club - BCS Student Chapter

As a student on the Computer Science BSc (Hons) course At Coventry He took part and helped to run the universities Computer Club. Some example projects include creating an autonomous flying drone system based around the Parrot AR Drone V2. As part of this, the university aerospace faculty took an interesting in looking into further research and applications of such a device. He believes that the research that the university undertakes is very important in the technological world which is always vastly expanding.

COMPUTING SKILLS

Programming Languages: C/C++, Java, C, C# .NET/.NET Core, Assembly, Go-Lang

Scripting Languages: Typescript, Unix Shell, Lua, Python, Perl, Javascript, Powershell

Markup Languages: HTML/CSS, L^AT_EX, UML, XML, CSV

Data Interchange Languages: JSON, YAML

Operating Systems: Linux, Windows and capable of learning other unix-like systems

Methodologies: Agile Unified Process, Prototyping

Software applications:

- General - GNU tools, Git, TFS
- Office - Microsoft Office and Libreoffice.
- Graphics - Adobe Photoshop, Adobe Lightroom, GIMP
- IDEs - Visual Studio for C/C++/C#, VIM for general scripting, Eclipse and IntelliJ For Java

INTERESTS

During his free time he enjoys reading, cycling and amateur photography. He likes to keep up to day with new and upcoming science and technology including the research in those areas. He also enjoys watching dramas (especially on the BBC) and science fiction TV shows and movies.

VOLUNTARY POSITIONS

Mojang AB

January 2012 - Present

Technical Support agent

Providing technical support for Mojang AB games and managing their online bug tracking system, having picked up some key skills in dealing with communicating with client while doing this.

REFEREES

Available On Request