

Jack Leon Wall

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Personal Profile

A proficient programmer with a creative streak, I enjoy taking an imaginative approach to problem solving. Coding for various platforms using an array of languages, I have built up a varied toolset over the years with which to work with. My strong educational background means that I have covered a lot of theory as well as practical topics when it comes to computing. This strong grasp of theory allows me to work on complex projects with greater ease.

Technical and Specialist Skills

Languages :

- Java
- XML
- J2ME
- PHP
- C & C++
- Ruby
- SQL
- XHTML
- VB 6 & .NET
- Javascript

Software :

- Dev C++
- jEdit
- Git
- Eclipse
- Vim
- MySQL
- Netbeans
- CVS
- Cygwin
- MS Office, Visio & Access
- Visual Studio 03/05
- Dreamweaver

Operating Systems :

- Ubuntu
- CentOS
- Fedora
- Windows XP & Vista

Education & Qualifications

2006 – 2010 Bournemouth University, Poole, UK

BSc (Hons) Computing Framework (Software Engineering)

Year 1

- Web Application Development
- Relational Databases
- Programming
- Computing in Context
- Analysis, Design & Testing
- Systems and Networking

Year 2

- Internet Software Applications & Technologies
- Entertainment & Game Development
- Requirements, Analysis & Specification
- Object-Orientated Programming
- Management of Software Production
- Artificial Intelligence
- Interface Design

During my second year I developed 2 games for Java enabled mobile devices. The first was a single player action space shooter, where players needed to destroy a number of oncoming asteroids whilst maneuvering a small vessel. The game implemented sprite based animation as well as collision detection. The second was a multiplayer checkers game. The game uses tile-based graphics and is played between devices in a turn-by-turn fashion. The games were developed using J2ME. As well as coding, I also created UML specifications, Usecase Diagrams and 2D game assets.

2004 – 2006 Chichester College, Chichester, UK

BTEC National Diploma for IT Practitioners (Software Development)

- Computational Methods
- Website Development
- Software Development
- E-Commerce
- Visual Programming
- Operating Systems
- Computer Systems
- Systems Justification
- End User Support
- Systems Analysis & Design
- Applications Software Development
- Website Management
- Human Computer Interfaces
- Programming Concepts & Practices
- Language & Communications
- Business Information Systems
- Introduction to Software Development
- Communications Technology

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2005 Chichester College, Chichester, UK

City & Guilds

- Creating Software Components using C++ (MC)
- Creating Software Components using C++
- Key Skills : Communication (Level 2)

2002 – 2004 Windsor School, JHQ Germany

GCSE

8 GCSE's grades **A - C** including **IT, Maths, Business Studies** and **English**

Relevant Work Experience :

April – May 2004 : Defence Communications Service Agency (DCSA) : Work Placement

- Volunteer work experience with the DCSA(Germany).
- DCSA is responsible for the delivery of Information and Communication Services across the UK's Ministry of Defence (MoD).
- With the software team I offered software and systems support to military personnel.
- With the hardware department I help repair, maintain and build workstations, laptops and servers.
- With the networking department I was charged with setting up small internal networks as well as managing areas of the main network.
- With the web support team I designed and implemented a new online user support system.
- For this work placement I received training in how to communicate and deal with various forms of customers; whether it be collaborating with military IT specialists, offering support to Senior Officers or communicating with civilians who had access to military systems.
- As I was working as part of a military unit I was expected to show good signs of both small and large scale teamwork, as well as being able to communicate and work seamlessly with other teams.

Hobbies & Interests :

- A keen fan of both fantasy and science fiction literature and art, I have built quite a collection of books and comics over the years.
- My main sport of interest is rugby. Not only do I enjoy watching rugby, I also enjoy playing on occasion. As well as being highly competitive, rugby also requires strong team work.
- I have also played with various text based game engines over the years. These engines power multiplayer text based games that were popular during the 70's to 90's. I often used open source engines when learning a new language. This was useful as such engines often utilized a large variety of systems without being as complex to work with as modern graphical games.
- When I have the opportunity, I enjoy beta testing games. A great thing about being part of a beta test is that it allows an insight into the late stages of development and testing of large scale projects.

References :

Name: Michael Jones
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