

CV - Jamie Priestley

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Portfolio Website: <https://portfolio.jamiepriestley.com>

Profile:

STEM student, who has been programming for nearly a decade, using many different languages, tools and platforms to produce a wide variety of projects including: games, file encode-decode libraries, data processing algorithms, interactive tools, automation scripts, and hardware emulation. (**visit above portfolio website for some examples with live demos and source code**)

Looking for a role developing software. I have experience with web and desktop applications, but would also consider mobile applications or embedded systems (I have little experience with these platforms, but am familiar with C (IOS, and embedded) and Java (Android)).

Education:

Oxford University (2018-2022):

MPhys (Master of Physics) (2:2)

Loreto College (2016-2018):

A Levels:

Computer Science - A*

Mathematics - A*

Further Mathematics - A*

Physics - A*

Chemistry - A*

STEP 2 & 3

Skills & Knowledge:

Programming Languages, Tools & Other:

Extensive experience with a wide variety of programming languages, tools and systems, and an ability to rapidly learn new ones as needed.

Languages:

Most used: C, JavaScript

Considerable use: PHP, Python

Knowledge of, occasional use: C++, Java

Miscellaneous (mostly used for Physics): R, MATLAB, Fortran90

Assembly: (Z80-Gameboy used for learning assembly concepts, basic x86, WebAssembly),

Tools: FTP, SSH, Docker, Apache, Nginx, MySQL

Other: HTML, CSS, WebGL, WebAssembly (compiled and integrated with JS), SQL Queries, Apache Configs, Nginx Configs, PWA (Progressive Web Apps), GLSL (OpenGL Shading Language), Win32 API (for Windows GUIs), Chrome Extensions

Mathematics:

An aptitude for mathematics with a wide knowledge base spanning: pure mathematics, statistics & probabilities, and mechanics. Familiarity with a variety of useful mathematical tools such as differential equations, linear algebra, and fourier transforms.

Computer Theory:

Knowledge base of computing concepts, principles, structures and specifications; including CPU Architecture, Networking, File Standards, Data Structures (Arrays, Lists, Trees, Hash Tables, etc...) and, Algorithms (Search, Sorting, Tree Searching e.g. Mini-Max, Edge Detection, etc...).