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Stephan Aldhous

I am currently studying a postgraduate course in Computing with a web development focus at Edinburgh Napier University. As most services now exist on the web, training in web development was the most logical step towards becoming a full-stack developer. I am now looking for web developer and software engineering roles.

Skills

- ASP.NET
- C#
- HTML/CSS

- PHP
- SQL
- Python

- Version Control
- RESTful APIs
- MVC apps

Experience

MSc Computing, Graduating July 2022 - Edinburgh Napier University.
The Computer Science master's degree developed a mix of skills I felt I was lacking, such as User Experience, HTML, CSS, PHP, ASP.NET MVC, Entity Framework, SQL Server, and Python.

Relevant subjects: Programming for the Web, Web Design and Development, User Experience and Service Design, Information Systems Engineering

Dissertation Project: My main goal is to craft a prototype information architecture tool that will combine web scraping, site mapping, and diagram editing. The purpose of the tool is to facilitate website auditing. The user can build a site map from a URL and then edit the page structure to get an overview of the website taxonomy. This project is aimed at teams and collaborative environments.

Wireframe Project: I completed a service design project to create a service wireframe using Axure. The concept for the service was an app that uses GPS and a phone camera to display a 3D recreation of historic ruins. My responsibilities included participating in weekly update meetings with my team, conducting user research, and create the page for envisioning historic ruins. I also scouted a historic site to capture footage, on which I based my reconstruction. The project resulted in a successful wireframe, which I demonstrated and was brilliantly received.

Qualifications

July 2022	MSc Computing – Predicted: Pass (Merit)	Edinburgh Napier University
July 2019	BSc (Hons) Games Development - 2:1	Edinburgh Napier University
Jun 2016	HND: Games Development - A	Edinburgh College

Experience continued

Seasonal Sales Assistant, November 2020 to January 2021 – Tesco, Hardengreen
During my season contract, I worked with the team responsible for bread, cakes, and desserts during the extremely busy festive season. My primary responsibilities included keeping shelves stocked, removing defective products from shelves, assisting customers, and operating the checkouts. During my role, I coordinated with my team to successfully stock three days of products in a single shift.

BSc (Hons) in Games Development, Graduated July 2019 - Edinburgh Napier University.
The Computer Science degree involved general software engineering and games development. It contained modules for general software engineering involving Git, C#, SQL, Design Patterns, OOP, WPF, C++, and Java.

Relevant subjects: Software Development, Software Engineering Methods, Algorithms and Data Structures, Computational Intelligence

Team Project: I worked in a team to create a mobile photo-real skiing game, using a gigapixel image. The ski slope had to function as a three-dimensional object using a 2D camera view. I was tasked with creating the ski slope, which I did successfully. Throughout my work, I kept the team and client up-to-date with developments, and performed live demonstrations to get feedback on my work.

References

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