

Nathaniel Baulch-Jones

Personal details:

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About Me:

Driven and enthusiastic Computer Science undergraduate with a secure grasp of Computing concepts; demonstrated by both a strong academic and professional track record, with an eagerness to learn and solve problems. Currently undertaking a placement year at SidePlay Entertainment Ltd, before returning to university for a final year of study.

Education:

Aston School of Engineering and Applied Science **2015-Present**
BSc (Hons) Computer Science at Aston University

- 80% average (First Class) thus far, including 96% in 'Group Project', 89% in 'Internet Applications' and 'Professional Computing', and 81% in Programming Language Concepts

King Edward VI College, Stourbridge (A Levels) - A*BB, including A* in Computing **2013-2015**
Handsworth Grammar School (GCSEs) - 6A*, 5A, 3B, Including A in Mathematics/English **2009-2013**

Professional Experience:

Games and Web Developer – SidePlay Entertainment Ltd – *St Helier, Jersey* **Sep 2017-Present**

- Helping streamline the game testing process, developing bespoke in-house tools alongside senior developers to gain a competitive advantage
- Bringing agile knowledge gained from Beautiful Canoe to our team, aiding collaboration efforts
- Developing leading instant win games using the Typescript/WebGL/Pixi stack for leading multinational gambling operators

Software Engineering Intern – Beautiful Canoe – *Birmingham, UK* **Jun 2017-Sep 2017**

- Had a unique chance to be part of the UK's only fully student-led software company
- Took ownership of an important project, the Forensic Linguistic Database System (FLDB), responding to client concerns and goals
- Worked alongside colleagues with varying levels of experience in a collaborative and friendly environment, where everybody is both a student and a mentor
- Simultaneously supported/refactored legacy code whilst adding key new features

Game Development Contractor – SidePlay Entertainment Ltd – *Remote* **Jan 2017-Jul 2017**

- Working in an industry leading instant win games developer for leading lottery operators
- Quickly picked up TypeScript, effectively using CS knowledge from university to work on challenging tasks
- Working in an agile (scrum) environment, communicating effectively to deliver outstanding software

Laravel/PHP Development Contractor – SimplyKreative Ltd – *Birmingham, UK* **Nov-Dec 2016**

- Took on the challenge of working in Laravel with prior experience of PHP only, learning quickly was essential
- Gained practical experience working with Laravel and Database ORMs in a production environment
- Worked industriously to meet tight deadlines set by the client, whilst achieving academically at university

Web Development Intern - Citizen Coaching (Social Enterprise) - *Birmingham, UK* **2012**
Self-taught Freelance Web Developer – Self Employed – *Nationwide, UK* **2008-Present**

Awards, Achievements, and Hackathons:

'GetMeThere' – Winner of 'Skyscanner API Challenge' - HackCambridge, University of Cambridge, UK **2017**
Volunteered at AstonHack – Aston University, UK **2016**
'Bus Off' – Winner 'New Music Realities and Experiences by Deezer' - HackJunction, Helsinki, Finland **2016**
'OpenTeach' - Best use of Amazon Web Services - AstonHack, Aston University **2015**
'Selfie Squad' – Overall Winner - LocalHackDay, Aston University **2015**
Netcraft Computing Achievement Award Winner **2015**

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- Top 20 A Level Computing students in 2015, achieving 100% on the final A level Computing examination
- 'Collis Prize' for Computing Award – Achieved as alumni of King Edward VI College, Stourbridge** **2015**
- Awarded in recognition of academic excellence in Computing from 2013-2015

Skills:

IT and Programming

- Over 9 years' web stack experience, including HTML (Hypertext Markup Language), CSS (Cascading Stylesheets), JavaScript (ES6), and PHP (PHP Hypertext Processor)
- Competency in common languages, frameworks and tools such as Git, Bash, TypeScript, AngularJS, Laravel, PHPUnit/Junit (Test Driven Development), SCSS/SASS, Laravel and others
- Achieved 96% in the 'Group Project' module by developing a card game in Unity (C#) with randomly assigned university colleagues, by utilising MVC architecture, Git, scrum, and a motivated, hardworking team
- Basic understanding of Node.js, .NET, C++ and Functional Programming concepts
- Achieved over 82% in first-year Java Development module, including a time-pressured group coursework
- Understanding of Data Structures & Algorithms, as well as core Software Engineering concepts
- Constantly reading about new tools, languages, frameworks and techniques to refine skills
- Experienced using miscellaneous tools such as Microsoft Office, various IDEs, Photoshop, Illustrator, Sony Vegas, Trello, Asana, etc.

Languages



English – Native Speaker



German – Basic working knowledge, achieved A* at GCSE, achieved 69% in *optional* "Intermediate German" examination at university to improve German competency. Working to improve this with the 'Duolingo' learning app

Other Skills

- Communication and time management – Worked under pressure to meet deadlines on many occasions, including within group settings at university, work, through freelancing, and at hackathons
- Organisation and presentation – Collated data in a manner suitable for presentation to non-technical people, then delivered presentations to clients as part of my work experience for Citizen Coaching
- Initiative – As a freelancer from age 11, had to be resourceful and enterprising to turn an idea in my head into real working code without the presence of a traditional teacher
- Flexible - Able to work in a variety of positions in a team to fulfil needs of an organisation

Extracurricular Activities

- Student member of the IET (Institution of Engineering and Technology), attending IET events around the UK, including talks on 3D modelling and future encryption techniques
- Regular attendee of Hackathons (an invention marathon) in universities around Europe such as Cambridge, Barcelona, Lausanne; winning multiple awards from companies including Amazon and Skyscanner, gaining experience with unfamiliar programming languages and concepts, as well as working in an environment where communicating effectively with new people is the key to succeeding
- Frequently attend societies at university, including Anime & Manga, Computer Science Society, eSports Society, Fencing Society, and Tabletop Gaming Society. Allowing opportunities to come closer and share interests with new people
- Life-long gamer, mainly playing online games such as RuneScape, Hearthstone, Overwatch, League of Legends, etc., allowing relaxation whilst working towards goals and showing a competitive spirit. Also enjoy Tabletop gaming, D&D, and of course more casual games like Undertale, Ratchet & Clank, and Mario Kart
- Getting into the habit of learning and reading more in free time, including following politics and current events closely, researching other cultures, and reading into technologies that seem interesting