

James Robiony-Rogers

james.robionyrogers@yahoo.co.nz ❖ (021) 254-5533 ❖ Wellington, New Zealand

CAREER OBJECTIVE

At this point in my career I am starting out looking for opportunities as a Software Engineer / Developer. I am self driven, love problem solving and curious as to how and why things work, and I love discussing this with others. I am also currently heavily interested in Full Stack Development, Cloud Engineering, Cyber Security, DevOps.

When I'm not programming you will find me outside mountain biking, playing hockey, or even flying my drone while out on a walk.

SKILLS SUMMARY

Problem Solving

During my time studying one of the most valuable skills I've learnt is problem decomposition, and I really enjoy it. While working on a Java assessment project, I faced the task of implementing the third party GUI library into my program. To achieve this I broke the relevant methods down into a sequence of steps. From there I figured out where and how I was going to implement the GUI. As a result my project turned out to be successful with the stakeholders.

Self Development

I am a self directed learner. When I began programming I completed a game development course in Python, alongside my studies. This was valuable in enhanced my understanding of the fundamentals of programming. I enjoy working on side projects and learning new technologies in addition to my studies.

Communication

I have developed my communication skills during a range of projects. During a project focused on developing an interactive quiz website using a Spaced Repetition learning technique, I had to present my designs to the client & stakeholders and respond to their feedback. This happened through an iterative process until we settled on an outcome.

I took part in my College's Website Redesign Team in my last year studying at high school. This included working in a team with fellow students, teachers and alongside an Australian based developer. This further contributed to my team and communication skills in a work environment.

Agile Methodology

During my studies I have practiced agile methodologies in order to manage the workflow of my projects. During these projects I have worked with various project management tools such as ClickUp, Trello and GitHub. I have gained experience working and planning the development and progression of projects in accordance with time constraints. During these projects I have practiced documenting my work throughout its development.

WORK EXPERIENCE

Code Camp Tutor & Instructor	October 2022 - Present
Website Redesign Team	2021
Wakefield Hospital (Casual Stocktaking)	June. 2021
General Labouring & Landscaping	January. 2021 - February. 2022

EDUCATION

Bachelor of Applied Science at University of Otago

February. 2022 - Present

- Majoring in Software Engineering
- Minorng in Computer Science

DETAILED EXPERIENCE

Website Redesign Team

2021

Member

Reference upon request

Onslow College, Wellington

I was involved in the school's Website Redesign Team, where I collaborated on wireframe designs and helped present them at meetings between our team and the developer.

Wakefield Hospital (Casual)

June. 2021

Stock Taker

Tracey Walker +64 21 210 1088

Wellington

I had to work effectively and co-operatively with a range of full time staff to correctly record the quantity of stock located around the hospital while abiding by strict Health and Safety rules around dealing with medical equipment.

General Labouring & Landscaping

January. 2021 - February. 2021

General Labourer

Reference upon request

Wellington

While working for employers under this category, I was working alongside range of different tradesmen. As such I developed my listening and communication skills so that we all knew what jobs needed to be done and adhering to safety guidelines.

TECHNICAL SKILLS

Java & Object Oriented Programming

- I gained experience in object-oriented programming through developing a basic content recommendation system with a GUI.
- I then practiced OOP further during my first year at university
- I have also covered the Principles of Object Oriented Design

Python & R

- I gained experience programming in Python through creating Pygames in my spare time as well as completing a number of assessments during my studies.
- Through university study I worked with common data science libraries such as NumPy, Pandas & Matplotlib
- Through university I also completed an introductory data science paper where we used R creating visualisations and models

Web Development (HTML/CSS/JavaScript/PHP/SQL)

- Basic JavaScript through creating a learn Python Programming teaching resource for my high school
- Backend PHP & SQL through developing an interactive quiz website as another teaching resource
- I am currently learning React.js in my spare time.

In addition I have minimal experience with memory management and programming in C. Other tools I have experience using include Github, Photoshop, Davinci Resolve and some experience with the project management software ClickUp & Monday

My GitHub profile containing my projects listed above can be found here: github.com/JamesRobionyRogers

PROJECT EXPERIENCE

Interactive Quiz Website

Assessment

As this was a solo project, this meant I planned, managed and developed it myself. Through out the design stage I was responsible for communicating the colour schemes, font pairing and mock-ups for iterative development with the client and stakeholders. In order to keep track of progress I used tools such as Trello, ClickUp and GitHub. By the end of the project I delivered a functional outcome to the client.

Content Recommender - Java

Assessment

This was also a solo project; I planned, managed and developed it myself. Planning the project consisted of decomposing the outcome, assigning the components into a sprint based on when it needed to be completed. I once again was responsible for communicating the design of components with the client and stakeholders in an iterative fashion. This was all done while following a series of sprints planned at the beginning of the project. In order to keep track of progress I used GitHub and the project management tools Monday & Trello.

I followed the same process while developing a text based Python game designed to promote Oral Hygiene.

INTERESTS

Some of the things I am interested in outside of the tech industry include; mountain biking, for which I've been riding most of my life; playing competitive hockey; figuring out how things work and solving puzzles; organising and improving systems. I also really enjoy photography and film making for which I love flying my drone and recording with my GoPro. I love to travel and look forward to further overseas travel.

REFERENCES

Bunna Ny

Currently. Assistant HOD Technology at Wellington Girls' College

bunna.ny@wgc.school.nz or 022-099-6710

I worked closely with Bunna for 2 years while he was my Digital Technologies teacher. He was also the person who asked me to be a part of the Website Redesign Team where we worked together for a short time.

Jaeson Ryfle-Turi

Currently. Assistant HOD Technology at Onslow College

jaesan.ryfle-turi@onslow.school.nz

Jaeson was my teacher for a year and has worked with me throughout my Interactive Website Project.

James Malden

Director, Wealth Management Adviser at Jarden

james.malden@jarden.co.nz or 021-274-0730

James Malden has been a long lasting family friend of ours.

LINKS

LinkedIn

[linkedin.com/in/JamesRobionyRogers](https://www.linkedin.com/in/JamesRobionyRogers)

Github

github.com/JamesRobionyRogers

