CHRIS BAILEY

SE1 4DT, London, United Kingdom   me@cbailey.co.uk

TECHNICAL SKILLS

Experience using programming languages such as **JavaScript**, **PHP**, **Erlang**, **Java** (Intermediate) and **C/C++** (Beginner).

Strong knowledge of web technologies such as **HTML**, **CSS**, **MySQL** and relevant programming languages listed above.

Familiarity with **UNIX** and common command line utilities & shells including **Bash**, **Zsh**, **Vim** and **Tmux**.

EDUCATION

Undergraduate – Computer Science (BSc) at the University of Kent, Canterbury (2014 - 2018)

 Currently on track for a 1st

 Stage 4: Currently ongoing. Refer to '**Final Year Project**' details for details on group project.

 Stage 3: Industrial placement at ionCube ltd. Refer to '**Professional Experience**' for more details

 Stage 2: Distinction with an average score of 80%

 Stage 1: Distinction with an average score of 77%

A Levels – City of London Academy, Southwark (2012 – 2014)

 Achieved grades:

 English Literature: A

 Philosophy & Ethics: A

 Art & Design: C

 Extra-Curricular:

 Programming Club:

 Founded and ran a programming club aimed at introducing students of all ages to computer programming, game development and web design due to the lack of Computer Science courses for GCSE or A Level students at the time.

GCSEs – City of London Academy, Southwark (2007 – 2012)

 Achieved mostly A* and A grades for most subjects including: **English Literature, English Language, Chemistry, Physics, Biology, Math**, Art & Design, Media.

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FINAL YEAR PROJECT

A bootstrapping Erlang to JavaScript transpiler written in Erlang. It utilises part of the Erlang compiler to generate Erlang's intermediate language representation – Core Erlang. We then create an Abstract Syntax Tree from a program's Core Erlang representation as it is easier to work with (Core Erlang is largely undocumented, however). The remaining work is largely an AST to AST transformation step, with JavaScript code generation being done by escodegen.

PROFESSIONAL EXPERIENCE

ionCube ltd – Fullstack Developer (June 2016 – June 2017)

I spent the third year of my degree doing an Industrial placement at ionCube ltd as a Fullstack developer working primarily with web centric technologies such as **AngularJS 1** (Single Paged Web App framework), **D3** (Data Visualisation), **Phalcon** (PHP MVC framework). We primarily developed on Windows, using tools such as **Cygwin** or **Windows Subsystem for Linux, SVN, LXC**, etc.

I improved existing features such as adding HTTP Monitoring to our Service Monitoring feature (largely legacy C/C++), but also contributed features I thought would be useful such as JavaScript error tracking and stack trace capturing for client-debugging.

I spent much of my year at ionCube however, researching, designing and implementing a new feature entirely, **Real User Monitoring**. It tracked users as they visited a site, capturing useful analytic data which we could present to our clients as Sankey diagrams or flow maps. It also estimated user interaction with the site (i.e. how much text was read, what text was read, user focus or sentiment).

OTHER SKILLS & INTERESTS

I'm interested in and partake in game development which is where I initially learnt how to program. I have been programming in **Game Maker** since I was 9.

I'm a collector of mechanical keyboards; especially one's with less common switch types – my favourite keyboard is my **Lexmark IBM Model M** with buckling springs, though I also really enjoy my **Dell AT101w** with Black ALPs.

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REFERENCES

Academic References:

Dr Rogerio De Lemos - *Academic Advisor and Tutor*

    School of Computing, University of Kent,

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    R.Delemos@kent.ac.uk

Scott Owens - *Overseer of Erlang to JavaScript transpiler project*

    School of Computing, University of Kent,

    CT2 7NF, Canterbury

    +44 (0)1227 827571

    S.A.Owens@kent.ac.uk

Professional References:

Nick Lindridge – *Former Employer & Managing Director of ionCube ltd.*

    Unit A, 10 Stone Way,

    CT3 4GP, Canterbury

    No listed phone number

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