Oliver Strange

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LinkedIn
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Portfolio Website

Professional Profile

A dynamic and versatile full-stack software engineer proficient in multiple programming languages. Excels within professional team environments, engaging stakeholders throughout the development lifecycle to drive success. Demonstrated proficiency in software development methodologies such as version control, agile development, test-driven development and CI/CD.

Skills

JavaScript	C#	HTML/CSS	React	Java
Python	Unity	Git	Azure	CI/CD
REST APIs	Automated Testing	JUnit	Node.js	SQL

Experience

SEPTEMBER 2023 - CURRENT

Ceox Services - Software Developer

- Developed full-stack web solutions for public sector organisations with Javascript and MS Power Platform
- Spearheaded an automated testing initiative, giving sales presentations to potential clients
- Developed Playwright automated test scripts for clients using JavaScript, HTML, and CSS to improve their code's integrity
- Configured CI/CD workflows with Azure Pipelines, automating deployment across environments
- Used NodeJS to integrate tests with clients' Azure CD pipelines to improve their feedback loop throughout development
- Maintained version control processes using Git, authoring training documentation on it for the business
- Integral part of a team responsible for taking over the enhancement and maintenance of 8 critical applications for a major government department
- Led the development of an employee awards application used internally by the business, which interacted with 3rd party REST APIs including BambooHR
- Engineered robust backend systems using SharePoint and relational Dataverse databases
- Leveraged intelligent automation using Power Automate to streamline workflows
- Distinguished as a Microsoft-certified Power Platform developer, complimented by certifications in Azure cloud services and Dynamics 365

SEPTEMBER 2022 - MARCH 2023

University of Nottingham - Git Master / C# Developer

- Git master of a cross-disciplinary game development project in a group of 6
- Led Git version control, and delegated tasks using Kanban
- Developed in C# with the Unity framework
- Followed test-driven development using Unity Test Framework
- Worked in a group of varying software development experience, demonstrating effective communication to facilitate knowledge sharing
- Presented our project to lecturers in scrum meetings receiving an average mark of 90%

JULY 2022

Amadeus, Hounslow / Nice - Internship

- Spent three weeks working for one of the top ten travel technology companies in the world
- Helped implement a newly developed customer check-in system at Heathrow Airport by installing and testing hardware alongside project managers
- Shadowed a product owner and a service delivery manager, gaining knowledge on managing project timelines and stakeholder engagement

SEPTEMBER 2021 - JUNE 2022

University of Nottingham - Group Administrator / Java Developer

- Group administrator and developer for an AI game project in collaboration with one of the university's top researchers, receiving a final team score of 76%
- Implemented a configurable MCTS algorithm to create an customizable AI opponent
- Followed test-driven development using JUnit to ensure software functionality and quality

Education

SEPTEMBER 2020 - JUNE 2023

University of Nottingham - Computer Science Bsc (2:1)

- Became proficient in Java and Python as well as developing in C, C#, haskell, R, and matlab
- Developed projects using AI and machine learning, receiving a final mark of 96% in AI java development
- Developed android applications following MVVM architecture, making use of SQL and Google Maps APIs

SEPTEMBER 2018 - JULY 2020

Gordon's School - A Levels

- Achieved an A in maths , A in computer science, B in music, and a B in AS level physics