

JAMES RIDGWAY

CURRICULUM VITAE

Education

Sep 2010 - PRESENT **The University of Sheffield** 1st Class Honours
MEng Software Engineering Average: 79.9%

Awards:

- Best Third Year Project
- Software Hut IBM Award
- Software Hut Project B Winner
- Best Performance at Level 1 within the Department of Computer Science

Sep 2005 – Jul 2010 **Mark Rutherford Upper School**

A Levels:

A*: IT
B: English, Maths, Physics
C: General Studies

GCSEs:

4 Distinctions
2 A*s
4 As
1 C

Technical Skills

I have a wide range of technical skills and knowledge, as well as a firm grounding in Software Engineering concepts.

Programming Languages

ASP, C, C#, Java, Javascript, Haskell, Matlab, Objective-C, PHP, Ruby, VB(.NET)

Other Languages

CSS, HAML, HTML, MongoDB, MySQL, XHTML

Concepts

AJAX, eXtreme Programming, Functional, MVC, Object-Oriented, UML

Libraries and Frameworks

.NET, CodeIgniter, jQuery, JUnit, Rails, RSpec, Swing

Version Control

Bazaar, GIT, Perforce, SVN

Software/Other

Android, iOS, IntelliJ, Linux, Mac OS X, Matlab, Visual Studio, Windows (95 through to 7).

University Experience

Dissertation – Video Steganography

During my third year at University a large portion of my time was spent working on an individual dissertation project. My project operated within the field of steganography, exploring different methods for securely encoding messages in a multimedia container, and using steganalysis to determine the effectiveness. This was a challenging project, written in C and using the FFmpeg library. The final solution was a cross-platform tool that used a modified encoding and decoding process to hide AES encrypted data in video. Towards the end of this project I was invited to give a two-hour guest lecture on steganography to students, researchers and academics in the Department of Computer Science. I was awarded the prize of “Best Third Year Project”, and have a related journal article under consideration.

Computer Science Society Committee – Technical Director

During my second year I sat on the committee for the student-run Computer Science Society as Technical Director. My key role involved developing and maintaining our society’s website which is used to handle all of our membership information, and promotes upcoming events and socials. At the 2012 AGM I was re-elected for my position as role as Technical Director, which I continued to hold throughout my third year. I frequently liaise with other members of the committee and assist in organising socials.

Software Hut Project – Recruitment System for Rotala PLC

Software Hut was a team project which involves producing a software solution for our Client (Rotala PLC). As the team leader for our 4 person team, my responsibilities included coordinating and distributing workloads, being the key contact point between our Client and the rest of the team and overseeing the system architecture. By the end of this project we produced a fully-fledged recruitment system using CodeIgniter, PHP, MySQL and jQuery. Out of the 4 teams producing solutions, ours was chosen and has been used by Rotala PLC since July 2012. Our team was subsequently awarded the “Software Hut IBM Award”.

Employment History

Jan 2013 - PRESENT **Developer, The Floop**

I am employed as a software developer working on cutting-edge telematics systems for motor insurers, car manufacturers and fleet operators. My initial involvement started in September 2012 where I was contracted to advise and assist with the structure and development of an Android application. After working freelance with The Floop for 3 months I made the transition from contractor to direct employment in January 2013.

Since April 2013, I have been working on backend systems, including reporting, data processing and API technologies that provide the backbone of The Floop’s telematics services.

Jul 2012 – Sep 2012 **Engineering Intern, Google**

Working as a Software Engineering Intern on the YouTube Android team, I was actively involved in developing functionality of the YouTube app for Android phones and tablets. My responsibilities and involvement included minor bug fixes, feature implementation, testing and user experience enhancement. During my internship I undertook a major project implementing face detection capabilities within video thumbnails. This project involved experimenting and researching different detection methods. The face detection system had to be integrated with the pre-existing thumbnail system to ensure optimum performance and minimum network cost. I worked closely with User Experience designers to improve and unify the usage of secondary actions across the application.

Jun 2009 - PRESENT **Freelance Software Development**

My clients range from private individuals through to small businesses and local education authorities. Recent projects have been web-based applications built with Ruby on Rails.

About Myself

In my spare time I enjoy programming, reading, playing the guitar and socialising with friends. I first started as a self-taught programmer at the age of ten, and this has been a constant hobby.

Since the age of 14 I have been able to play the electric guitar after a combination of formal lessons and independent study. I enjoy working in group situations, and have performed and practiced with other musicians on a regular basis, I have also had the experience of performing live to small audiences.

In the last two years I have entered the world of magic, and I enjoy being an amateur magician. My interest in magic stems from a fascination with sleight-of-hand with playing cards. Alongside practising and performing magic, I enjoy researching the history of magic, and collecting rare and historic books.