Alex Lovelock
Graduate Software Engineer

Contact Details

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Full UK license and access to own
vehicle

Core Skills

- Object Oriented Programming
- Agile SDLC Methodlogies
- Project Planning & Management
- Database Management
- Responsive Web Design
- Project Planning & Management
- Problem Analysis & Solving
- Customer Service
- Software Testing and Quality Assurance
- Debugging and Bug Fixing
- GitHub Collaboration

References

References can be provided on request

Summary

Born, raised, and schooled in Fleet, I acquired an interest in computing at a young age and built my own desktop when I was 16. I have recently graduted with a First-Class Honors degree in B.Sc. Computing. I am actively engaged in real-world projects, such as a web application for Farnborough College of Technology's Media Department.

I studied eight GCSE's at Calthorpe Park School, of which I passed, and three A-Levels in Computing, Geography, and Environmental Science, at Farnborough Sixth Form College.

I am reliable, hardworking, enthusiastic and willing to learn, as an individual, and in a team environment. I have learned to work in a team at University Centre Farnborough, at my previous jJob with PizzaExpress, and throughout university in various group projects.
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Projects

Media Kit Manager

Developed a web-based inventory and rental system for Farnborough College of Technology. The system features role based access utlising identity framework and GraphAPI. Students are able to rent equipment with approval from lecturers who manage rentals and inventory. It is integrated with the colleges systems for a seamless user experience, and used daily. This was developed using ASP.NET RazorPages, and SQLServer. I supply bug fixes and documentation.

MoreBlocks

Created a mod for the game Minecraft, adding many new types of blocks. This involved use of Java, Gradle, and FabricAPI, teaching me a lot about object-oriented programming.

VoxelOne

I'm actively developing a voxel game using the Godot Engine. I've gained valuable experience in working with complex datasets, multithreading, and other optimisation strategies.
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Software Experience

I have experiencing using a variety of software development tools and languages, including:
- C#, C++, Java, HTML, CSS, JS, Bootstrap, Tailwind, GDScript
- .NET, Azure, SQLServer
- VS Code & Microsoft Visual Studio, Eclipse, IntelliJ, Godot, Unity, UE5
- CI/CD, Git/GitHub
- Microsoft Windows, Linux

My current job role is 100% office based and includes:
- C# and C++ engine maintaining and development.
- Documentation, and testing.
- Working with existing embedded software used on a range of cash handling machinery.
- Fault investigation and debugging.

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Education

B.Sc. Computing, First Class Honours, University of Surrey   09/2023 - 06/2024
Modules: System Integration, Real-Time Embedded Systems, Advanced Networking, Artificial Intelligence, Software Development

HND Computing, Merit, University Centre Farnborough   09/2022 - 06/2023
Modules: Prototyping, Network Management, Operating Systems (Linux), Application Development, API Programming.

HNC Computing, Merit, University Centre Farnborough   09/2021 - 06/2022
Modules: Project Management, Networking, Programming, Cybersecurity, SDLC Techniques

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Work Experience

Consillion (UK) Limited - Software Engineer | 25th September 2024 - Present

PizzaExpress - Pizzaiolo Chef | November 2021 - July 2024

PizzaExpress - Deliveries Coordinator & Runner | July 2021 - November 2021

McDonald's Restaurants - Customer Care | September 2019 - July 2021

McColls Newsagents - Paperboy | January 2018 - January 2019

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