Eric Leon | Junior Software Developer

Contact Info

Email:
ericleon727@gmail.com
Phone: 07712465751
Portfolio:
https://ericleon.uk/

Skills

Languages: C++, Python, Java, SQL
Web: Python, PHP, JavaScript, JavaScript Extended, HTML 5.0, CSS, Less CSS, Kotlin, Typescript
Web Frameworks: React, Preact, Django, Flask
Databases: SQL Lite, MySQL, Django Models, Firebase, Postman API
IDEs: IntelliJ Idea, Pycharm, Clion, Visual Studio, Visual Studio Code, Android studio, Github

Education

Queen Mary University of London BSc Computer Science, final year, averaging First Class

Level 2 Courses:
- Software Engineering
- Database Systems
- Algorithm and Data Structures
- Graphical User Interfaces
- Operating Systems

Mill Hill County High School
A-level (A*: Mathematics, A: Computer Science, B: Physics)

Extra-Curricular

Lego Club Leader - Showcased Leadership skills by organising and ensuring teams followed their roles correctly to build innovative creations.

Art: COLORS award – for achieving excellence in art.

Personal Statement

A software developer in my penultimate year, with a drive to create functional programs that deliver a seamless experience. Versed in a multitude of programming languages through 7 years of programming learning. Proven excellence in front-end and back-end skills, in academic learning and personal projects. Excels in complex problem solving and leadership skills.

Work Experience

Android Developer at FoodCLUB Aug 2023 – Aug 2024
- Developed and implemented the user interface for an Android food application using Jetpack Compose and Kotlin, based on designer frameworks.
- Integrated features for accessing images, videos, and a database of over 50 ingredients via local storage and endpoints.
- Contributed to API updates, including authentication, and ensured system stability through thorough debugging and quality checks.
- Collaborated with a team of six Android developers, conducting peer reviews and providing constructive feedback.
- Designed and developed a recipe-sharing app for the metaverse with a focus on creative problem-solving and user-friendly experience.

Computer Science Tutor Oct 2022 – Jun 2023
- Structured and delivered learning content around specific exam board criteria to tailor learning and cover all material accurately.
- Challenged the student with complex CS concepts, encouraging a learning space where they can think out loud and come to solutions on their own.
- Student's grades have steadily improved since starting tuition.

Projects

Weather App 2023
- Led in the planning of software solutions to meet requirements of the specification.
- Designed initial app wireframes, taking into consideration user interaction and experience.
- Implemented Preact to program the weather application.
- Collaborated within a team to design, test and debug the application.

'Real Support Academy' Web portal 2023
- Implemented React to code and develop the web portal, which allows users to log in with 2-factor authentication, access exclusive features such as courses, as well as forums to view and send messages.
- Designed the high-fidelity wireframes of the web portal and developed front-end functions, ensuring all pages were consistent and connected to back-end functions.
- Collaborated with a team of developers, with efficient task allocation to meet project requirements.

Chat Program 2022
- Developed a chat program using Django that allows for socket communication, including creating, deleting, editing, and storing/querying messages on the database.
- This was designed and developed as an independent project to explore practical applications of databases and learn how to use Django channels.

Asteroid Game 2021
- Designed and developed a game engine that receives and handles keyboard input in order to control on-screen components.
- Used image processing to render sprites as bitmaps, as well as the Windows GDI to generate art using code.
- Implemented game features to enhance the user's gaming experience, such as colour-changing status bars and acceleration-based movement.