

# Joshua Murray

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**Linkedin:** [linkedin.com/in/jmurray-cs](https://www.linkedin.com/in/jmurray-cs) | **Github:** [github.com/Lord-Chronos](https://github.com/Lord-Chronos) | **Website:** [jmurray.uk](https://jmurray.uk)

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A 3<sup>rd</sup> Year Computer Science student at Swansea University with experience as a software developer in an agile environment. I have an enthusiasm towards technology, particularly my personal hardware/software projects in which I like to push myself to learn more. I also have a mix of both technological and soft skills including the ability to work well in a team, problem solve and take a leadership role when necessary and knowledge of several programming languages and operating systems.

## EDUCATION

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### Undergraduate - BSc Computer Science (with a year in industry)

Swansea University

2019 - Present

#### Year 3: - Average Grade: In Progress

- **Dissertation:** Evolution of Artificial Life
- **Modules:** Web Application Development; Cryptography and IT Security; High Integrity Systems; Advanced Object-Oriented Programming in C/C++; Video Game Development; Mobile Application Development.

#### Year 2: - Average Grade: 75%

- **Modules:** Declarative Programming; Database Systems; Software Engineering; Algorithms; Human Computer Interaction; Concurrency; Computer Graphics; Automata and Formal Language Theory.

#### Year 1: - Average Grade: 82%

- **Modules:** Concepts of Computer Science 1&2; Professional Issues 1: Computers And Society; Professional Issues 2: Software Development; Programming 1&2; Modelling Computing Systems 1&2

### A-Levels & GCSE's

Painsley Catholic College/6th Form

2015 - 2019

**A-Levels:** Computer Science: B, Mathematics: B, Physics: C

**GCSE's:** Maths: 8, English Literature: 7, English Language: 7, 9 other GCSE's: A\*-B

## WORK EXPERIENCE

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### Software Developer/Infrastructure Engineer

IBM

Jun 2021 - Aug 2022

- Maintained the build and testing infrastructure for a large development team with tools such as Ansible and Jenkins. Including collaborating with my team to ensure systems were secure, compliant, and accessible.
- Innovated existing processes to improve workflow by analysing and automating repetitive tasks, enabling my team to have more time to spend on more critical issues.
- Supported the release of new products every quarter, by checking for viruses, backing up code and communicating with the marketing team to ensure a timely release.
- Expanded infrastructure using containers and virtualisation to create redundancy. Helping to reduce the reliance on a single site in case of an on-site outage.
- Organised and participated in several "giveback" projects aiming to widen my knowledge outside of my daily role and in the process help others in the community.

### Crew Member

McDonald's

Jun 2018 - May 2021

- Worked as part of a team to provide high quality food and service to customers.
- Handled customer feedback and complaints to ensure a good experience in the restaurant.
- Kept calm and in control when in a fast-paced environment.

- Explained and enforced the rules of the water park to ensure the safety of all guests and staff members.
- Worked quickly and effectively as part of a team in emergency scenarios.

## OTHER EXPERIENCE AND QUALIFICATIONS

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- Programming Languages: **Java, Python, C#, SPARK Ada, Haskell**
- Related Skills: **Git, Bash, Virtualisation, Docker, Embedded Systems, PHP, HTML, CSS, SQL, Ansible, Jenkins**
- OSes: **Linux (Debian/RedHat/Arch), Windows, MacOS, AIX**
- Completed Bright Network Technology Internship Experience UK

## PROJECTS

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### Home Automation & Doorbell Bot

Docker and Python

Present

Home automation setup and house management bot for discord using:

- Docker Containers, Discord API, Web Applications and ESP32

### Jmurray.uk

HTML, CSS, JavaScript and PHP

Present

A work in progress “about me” website created using:

- Bootstrap Studio

### Labyrinth

Java

Feb 2020

A labyrinth style game developed in a team of 8 using:

- Javafx libraries

### SpaceSheep

Python

Mar 2019

A top-down shooter game created in python using:

- Pygame graphics modules, GUI and Twitter Integration

## HOBBIES AND INTERESTS

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- Tinkering with hardware/software on Raspberry Pis, Arduinos and ESPs
- 3D printing
- Swimming
- Beekeeping
- Board Gaming