

Owen Daynes

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Profile

A proactive, punctual Software Developer who has a desire to learn, enthusiasm and eagerness to take on new and challenging tasks and a passion for all things computing, science and technology.

Experience

Software Developer, GTS Ltd., a Playtech Company

June 2019 – Present

Working with Java frameworks such as Spring and Hibernate, along with in-house frameworks, to provide current industry-specific data to our clients through RESTful web services.

- Lead development of new virtual sports products.
- Redesigned existing frameworks to facilitate the rapid development of future virtual sports products.
- Independently rebuilt bespoke administration tools to be used within the company.
- Mentored new members of the development team.

Graduate Lab Assistant, University of Essex

October 2018 – May 2019

Responsibilities involved leading laboratory demonstrations and aiding students with assigned lab work. I assisted with teaching the Application Programming (Java) module to second year University students.

Research Assistant, University of Essex

June 2018 – July 2018

The primary purpose for this fixed-term role was to create a piece of software to facilitate the automation of assignment marking and feedback for the University, to be developed and tested within the CSEE department. The intentions of the project are to free up time from marking assignments, provide a greater amount of objective, quantifiable feedback to students and allow more of the academic's time to be spent interacting with and aiding students.

Junior Software Developer, SuitcaseTV**December 2016 – October 2018**

As a junior software developer, it is my job to develop software solutions to meet specific requirements through individual and team efforts. During my time working for SuitcaseTV, I have found myself working in both web development (making use of HTML, CSS, JavaScript, jQuery, Bootstrap and ReactJS) and software development (primarily C++ with the occasional manipulation of XML documents when working with SOAP servers.)

Education

University of Essex**2018 – 2019****MSc Big Data and Text Analytics – Intermitting due to personal reasons**

Relevant modules include: Data Mining and Machine Learning, Data Science and Decision Making, Information Retrieval, Mobile and Social Application Programming, Natural Language Engineering, Professional Practice and Research Methodologies, and Text Analytics.

University of Essex**2014 – 2018****BSc Computer Science - First Class**

Relevant modules include: Advanced Programming (Java), Artificial Intelligence, C++ Programming, Computer Game Programming, Data Structures and Algorithms, Information Retrieval, Languages and Compilers, Large Scale Software Systems and Extreme Programming (XP), and Natural Language Engineering.

***Dissertation title:* Plagiarism Indication Tool (PIT)**

Skills

- I have experience creating applications using Java, Python and C++.
- I have experience developing web sites using HTML, CSS, JavaScript, jQuery, Bootstrap, and ReactJS.
- I have practiced and developed effective communication skills during my time as both a course representative and the secretary of the e-Sports society at the University of Essex.

Hobbies and interests

- I enjoy furthering my knowledge of technology and computing, learning scripting and programming languages both in my free time and for work.
- Playing video games, particularly those which involve planning, role playing and strategic elements such as stealth and team-working games.