

## Personal statement

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I'm a creative software developer of 7 years who loves to innovate and produce new and exciting ideas. I love to use my skills to create quality content for people to enjoy. My software development experience thus far has been provided voluntarily to collaborative teams and in parallel to completing my studies. I have a drive and determination to complete my education but I also love working in high-performing and self-motivating development teams and have been able to find the balance to achieve both.

## Key Skills

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- Advanced problem solving and numeracy skills.
- Accomplished communication skills, both written and verbal, developed through numerous essays and presentations given during my time at GCSE & A level.
- Presented and explained my findings whilst at university
- Ability to take the initiative and work well under pressure, ensuring strict deadlines are met.
- Flexibility, whilst maintaining enthusiasm and commitment to each project.
- Ability to produce ideas from different views.
- Strong interest in games and their development.
- Experienced in concurrent programming.
- Good knowledge of Git.
- Well organized.
- 7 Years of programming.
- 5 Years of Bukkit/Spigot API

## Education

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### Keele University

*(2022 - Present)*

Bsc Computer Science (Software Engineering) Undergraduate

### Wolverhampton royal School

*(2020 - 2022)*

A-levels:

- Physics
- Computer Science
- Sociology

### Codsall High School

*(2017 - 2020)*

8 GCSEs, including Mathematics, English, Computer Science, Triple Science, and Business.

## Previous Experience

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### CubeCraft Games (Ziax LTD) (2023-2024)

In my role as a Java Game Developer at CubeCraft Games, I made significant contributions to the gaming experience by developing engaging mini-games and implementing critical bug fixes. During my tenure, the server achieved a remarkable milestone, boasting 4 million Unique Monthly Active Users (MAU) alongside 1 million Daily Users and hosting a consistent daily average of 14,000 concurrent players. Notably, the server reached an impressive peak of 42,000 concurrent users, underscoring its popularity within the gaming community.

My responsibilities extended to optimizing server performance, ensuring a seamless gaming experience for the vast player base. My work contributed to the overall stability and success of CubeCraft Games. This experience reflects my dedication to delivering high-quality game content and addressing technical challenges, contributing to the company's prominent position in the gaming industry.

### Furcation LTD (2022-Present)

As a member of Furcation LTD's software team, I contributed significantly to the development of a sustainable system. Utilizing TypeScript, React with Material UI, and Django, we ensured reliability and scalability. TypeScript facilitated robust code, React with Material UI provided an intuitive front-end, and Django offered a solid backend infrastructure. Hosted on Google Cloud Platform, our system efficiently served around a thousand users, validating the effectiveness of our technology stack and development approach.

Within this role, I collaborated closely with teammates to address evolving user needs and ensure the system's success upon launch. By leveraging our collective expertise and the capabilities of modern web development technologies, we delivered a solution that met high standards of quality and performance. The successful deployment of our system highlights the effectiveness of our collaborative efforts and underscores its potential to address sustainability challenges within our community.

### SychoPvP (2017)

Whilst volunteering at SychoPvP I learned many critical objectives that need to be met for it to function; this was my first opportunity to put my skills into action in a semi-large team. I was primarily using Java to program plugins and in more specifically the Bukkit/Spigot and JDA API.

### Duke of Edinburgh (DofE) (2018)

In terms of previous development methodology experience, I don't have formal training but I would draw a similarity to the Duke of Edinburgh awards which I participated in. DoE provided experience of working in a team of diverse individuals but for a common aim – this is analogous to software development where outcomes need to be the north-star and challenges need to be overcome – collectively as a team. Although I don't have any formal exposure to agile software development, I believe that the principles from DoE equally apply and can be learned from; i.e. fail fast, fail forward; ideation – how collectively can we solve challenges and move forward.

## References

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