

Chris Coleman

Senior Developer

Greater Manchester, UK

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Personal Statement

As a postgraduate in MA Games Development with 5 years professional web development experience, I am a hardworking individual with a determination to succeed. I am an excellent team player who also possesses the skills to work independently, demonstrated through both my academic and professional backgrounds. With my friendly, reliable and trustworthy traits, I am an individual who would make an excellent addition to your workforce.

Skillset

Adobe Illustrator, Photoshop, XD	Blender JavaScript React	C# ASP.Net Core, EF Core Microsoft Azure DevOps, Entra ID, SharePoint	Git React Native iOS, Windows
HTML/CSS Server Management Ubuntu, Windows	SQL MySQL, SQL Server	UI/UX Design	Unity WordPress

Work Experience

Laurus Trust, Senior Developer

September 2021 – Present

- Senior Web Developer within a Multi Academy Trust. Lead in developing and designing all projects following a design brief from management. As lead I am required to ensure the correct tools are used, to oversee the development of the project, review code completed by the Apprentice and Junior Developers, ensure the Trust's coding standards are adhered to and ensure that the project is continually tested to identify errors prior to live deployment.
- Planned, developed, deployed, and quality assured an in-house helpdesk system which has been rolled out across all Trust schools, used by all Trust staff. This comprises of a back-end ASP.Net Core web API, coupled with a front-end client using React.
- Planned, developed, deployed, and quality assured an in-house visitor management system currently rolled out to 2 school sites. This comprises of a back-end ASP.Net Core web API, coupled with front-end clients using React and React Native.
- Management of Windows and Ubuntu servers to maintain security and up-time.
- Mentoring of Apprentice and Junior Web Developers. This has included working on projects together, delegating tasks to complete independently and reviewing these together, offering feedback to enable their learning and development.
- Managing the design and production of 360° virtual tours of five schools to enable prospective students and their parents to have an interactive tool to view the school.

Laurus Trust, Web Developer

January 2020 – September 2021

- Developing internal applications to support the day to day running of the Trust. This has included working on a tool to support the IT Team in monitoring the network infrastructure, i.e. a tool capable of alerting IT staff to a failed network device; and a tool to replace the current helpdesk system within the Trust. This has involved use of ASP.NET Core (C#) for the back-end, React for the front-end and Microsoft SQL Server for the database.
- Using PowerShell to bulk generate CSR files for the purchasing of SSL Certificates and to automate processes for creating folder structures and applying permissions within SharePoint sites.
- Using JavaScript to develop a tool for staff to use to generate an image of their initials and the Trust logo for Microsoft 365 accounts.
- Managing all SharePoint sites within the Multi Academy Trust (in excess of 1000 individual and hub sites).
- Maintenance of the Trust web server and websites. This includes prioritising security through ensuring folder/file permissions are secure, ensuring appropriate firewall restrictions are applied, e.g. disallowing public access on the SSH port and embedding a security package to further safeguard from attacks, such as minimising risks from SQL injections.
- Working as part of a diverse team including the Chief Executive Officer and Chief Financial Officer of the Trust, the Senior Leadership Team, Marketing, IT and all staff within the Trust.
- Having an awareness of safeguarding responsibilities given the School environment, this involves regular training and an awareness of my role and responsibility in respect of safeguarding.

Laurus Trust, IT Technician

July 2018 – January 2020

- First point of call for any issues of an IT nature, for example password resets, hardware/software failure, device management, set up of devices for examinations/classes.
- Prioritising demands over a site of seven schools, with in excess of 100 queries on a day to day basis.
- Providing telephone support/guidance or responding in person where necessary.
- Working alongside a team of IT Technicians to ensure that all issues are resolved in a prompt and effective manner.

Starbucks, Barista

April 2013 – June 2021

- Responsible for creating made to order, hand crafted beverages.
- Complying with health and safety guidelines including strict processes to prevent cross contamination, in particular to safeguard those with allergies.
- General cleaning/maintenance of floor-stock levels.
- Supporting the manager with any technical queries that could be managed without external support e.g. resetting the electronic Point of Sale (POS) system to prevent a store closure.
- Working as part of a wider team to ensure excellent customer service at all times.

International Hobo Ltd, Summer Intern

June 2016 - July 2016

- Worked as part of a wider team performing quality assurance tasks for two video game projects
 - Shadows: Heretic Kingdoms
 - Vikings: Wolves of Midgard

Education

University of Bolton, MA Games Development - Merit

2016 – 2017

Projects: Galactic Pizza Service (Mobile 3D endless runner), Crompton's Cotton (PC 2D point and click), Extreme Violence: Redux (PC multiplayer top-down shooter), Stranger Things (PC 2D platformer), Swashbuckling Scallywags (Mobile 2D match three).

University of Bolton, BSc Games Design – 2:1

2014 – 2016

Projects: Mesolimbic Pathway (PC 2D platformer), Avernus (PC twin-stick shooter), Coin Toss Championship (PC 3D coin toss game), Ultimate Racing League (PC racing game).

Hopwood Hall College, HND Creative Media - Distinction

2012 – 2014

Project: Atavism (PC psychological horror).

Hopwood Hall College, BTEC Games Development – Distinction, Distinction, Merit

2010 – 2012

Worked on a range of entry-level projects targeting the PC platform.

Softography

Laurus Sign-in, Laurus Trust (Project Lead, UI/UX Design, Back-end (ASP.Net Core API), Front-end (React, React Native))

Laurus Helpdesk, Laurus Trust (Project Lead, UI/UX Design, Back-end (ASP.Net Core API), Front-end (React, supporting role))

Ball Run (Android/iOS), Individual Project (Art, Design, Programming)

Crompton's Cotton (PC), Sleepy Brain Studios (3D Artist, Programming)

Galactic Pizza Service (Android/iOS), Sleepy Brain Studios (Programming)

Hoops (Android), Individual Project (Art, Design, Programming)

Shadows: Heretic Kingdoms (PC, PlayStation 4, Xbox One), International Hobo (Quality Assurance)

Vikings: Wolves of Midgard (PC, PlayStation 4, Xbox One), International Hobo (Quality Assurance)

References available on request