

ALFIE J. PALMER

50 Palace View, Bromley, Kent, BR1 3EL,
Telephone: 07913 039571; 020 8313 0925
Email: alfiejpalmer@alfiejpalmer.co.uk
Website: <http://www.alfiejpalmer.co.uk/>

I am a proactive, innovative individual who enjoys formulating solutions to aid the solving of complex problems. I'm passionate about computing, mathematics, and more recently - quantitative finance. I have a thirst for engaging with new projects, technologies, and ideas which motivate me to further improve upon my skillset. People that I've worked with say that I am a team player and I feel a real sense of achievement when I can help other people. If I can make a positive difference and learn new skills at the same time then I am committed, attentive, and extremely focused.

EMPLOYMENT HISTORY

Arrowgrass Capital Services

October 2016 - Present

Senior Software Developer (C#, .NET, SQL, XML, JSON, REST, Azure, Excel/VBA, BQL)

Actively engaged with a C# GUI (WinForms) application and project to manage M&A (Merger and Acquisition) deals. I wrote both the front and back-end (service) of the tool from the ground up
Responsible for an automated process which synchronised sensitive user data from our HR system to the Active Directory (AD)
Wrote various services (for Events, Securities, Watchlists) on the Microsoft Azure Service Fabric Platform
I wrote a spreadsheet in Excel with BQL for a Credit Trader (for Ticker vs CDS Index linear regression analysis)
I wrote an application to capture and record target price predictions (from traders and analysts) for various securities
Created an automated process to manage the downloading and importation of Bloomberg back-office data files
Wrote a tool to automatically create (and assign) JIRA tickets from an email inbox
Responsible and trusted to cover the nightly batch and price-snap procedure periodically

McDonald's

July 2014 – September 2015

Technical Analyst (C#, C++, C, XML, SOAP, XML)

I taught myself the C# programming language and utilised it to create a selection of back-office tools
Responsible for completing a daily sales report, of which I later converted into an automated tool
Engaged with the restaurant solutions team and back-office team to deliver distributed software rollouts across the estate
Investigated, engaged, and found solutions to problems which arose throughout stores across the country
Created a demo showcasing the power (and cost-efficiency) of converting the current point-of-sales architecture into a virtualised system. I presented the innovation to the heads of department and UK technical director
Created a website to provide teaching videos to help store managers train new recruits

Roll7 (<http://www.roll7.co.uk/>)

July 2012 – August 2012

Website & Games Development – Work Experience (HTML, CSS, PHP)

Set up and installed a LAMP server from scratch on a local Linux box
Learnt the basics for developing my own personal portfolio website on top of a content management system

QUALIFICATIONS

Computer Science with Games Technology BSc, City University London.
Grade: First Class with Honours (Percentage: **84%**)

Graduated: July 2016

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| Programming in C++ – 1st | Object-Oriented Analysis and Design – 1st |
| Programming in Java – 1st | Systems Architecture – 1st |
| Functional Programming – 1st | Networking and Operating Systems – 1st |
| Games Technology – 1st | Business Computing Systems – 1st |
| Advanced Games Technology – 1st | Software Engineering – 1st |
| Computer Graphics – 1st | Professional Development in IT – 1st |
| Digital Signal Processing & Audio Programming – 1st | Professional Placement and Career Development – 1st |
| Mathematics for Computing – 1st | Team Project – 1st |
| Data Structures and Algorithms – 1st | Individual Project (Dissertation) – 1st |
| Computation and Reasoning – 1st | Advanced Programming: Concurrency – 2:1 |

4 A-Levels & 1 AS-Level Graded A-D, including: Mathematics (A), Information Technology (A), Further Mathematics (B), Physics (D), and Spanish AS (C).

13 GCSEs Graded A-C, including: Physics (A*), Chemistry (A*), Biology (A), Mathematics (A), Statistics (A), ICT (A), English (A), Graphics (A), Geography (A), Spanish (A), Enterprise & Employability (A), Religious Studies (B), English Literature (C).*

KEY SKILLS & EXPERIENCE

C# (with .NET Framework)

Various Tools & UI Projects (outlined under employment)
One in 5 (Game / Unity Engine)
Natantis (Game / Unity Engine)
SQL Transaction Toolkit

Contactless Sales Handling (for Barclaycard)
Sales Report Generator (McDonald's)
Jira Mailbox Processor
Events Manager (M&A events/pricing handling)

C++

ZEngine – 3D Game Engine (OpenGL / Bullet / SDL2)
Asteroids++ (Game)
Asteroid Rain (Game)
When the Sky Clears (Game)
Wire Racer (Game)

Virtualised PoS System (Linux, Qt Framework)
Object Recognition & Planar Tracking (OpenCV)
Augmented Reality (AR) Demo Application
Raspberry Pi Video-Wall
OPOS, Low-Level Cash Drawer Wrapper

Java

Jario (Game) Rigid-body demo (JBox2D)
Air-Ticket Support System (Swing API)

Garage IT System (Swing API)

Web

Personal portfolio website (<http://www.alfiejpalmer.co.uk/>) and sub-domain (<http://www.tmr.d.alfiejpalmer.co.uk/>) which used to host "The Mathematics Revision Directory."

Experience with: HTML5, CSS3, MySQL, SQL Server, Wordpress, and WebGL

Other Skills

Visual Studio (Software Development - Windows)
Microsoft SQL Server (Database)
Adobe Photoshop (Design)
Haskell (Programming Language)
GCC / Qt (Software Development – Linux)
Microsoft Office Suite (General)

Scripting (Batch / Bash / PowerShell)
VirtualBox / VMware Workstation (Virtualisation)
Agile (Methodology)
JIRA (Issue Tracking)
DevExpress Toolkit (C# UI Programming)
Git (Version / Revision Control)

Taking a leading role

Team leader for "Natantis", a game developed as part of the Global Game Jam 2016 hackathon

I was the project manager for the Team Project module at university. I was responsible for being the primary means of communication, keeping the team organised (and motivated), and collating the documentation generated as a result

I was employed to take a tutoring role for Mathematics and lead after school lessons to coach top-band GCSE students for over two years

Planning and Organising

Delivered a project pitch at Made@City after my dissertation was nominated for an award as an exemplar project

I won a prize for my effort and professionalism when delivering a presentation about my industrial placement year; the presentation was delivered at the university for a poster presentation evening.

I took part in a computer science and games development workshop (Widening Participation and Awareness) for 11-12 year olds at City University London

Selected to be part of a Q&A panel in which I delivered a speech to first year students about my work placement

I planned, created, and presented an internet e-safety workshop for parents at The Ravensbourne School

Committed my time on Saturdays to coaching and supporting children aged 10-11, to teach them the fundamentals of animation and website design

INTERESTS

Quantitative Finance

Microcontroller programming

Code optimisation; profiling and making modifications to improve performance and efficiency

Workflows and process automation

Part of the British Computer Society (BCS)

5th Kyu in Wadō-ryū Karate

Guitar – self taught

REFEREES

Available upon request