Jack Flavell

Software Developer

wf9 3pz, Pontefract
07456893323 · tgmjackcroc@gmail.com

🔗 https://tgmjack.com/,
https://github.com/tgmjack

Date of birth
09/01/95

Skills

Python

Django

Selenium

AWS

Docker

Profile

I am a self-taught software developer with a strong background in science and mathematics. I have just under 4 years of professional experience as a software developer, working on everything from the initial project planning to the final deployment, and a wide variety of personal projects over an even longer period.

Employment History

Software developer, UKCarline, Preston

February 2020 — September 2023

Throughout my work at UKCarline, I have built dozens of complex, robust web scrapers, user interface systems, backend systems, automated displays around the office, machine learning systems, and lots of other smaller tools to automate and assist with tasks around the office.

Technologies used at UKCarline) python, docker, selenium, RabbitMQ, mysql, Django, WebSocket's, javascript, linux, pandas, AWS (ec2, rds, route53, lambda, api gateway, step function) git, shell scripting, traefik, tesseract and much more …

Education

Bsc, Physics, University of Hull

September 2015 — July 2019

- Years of physics education, particularly maths has proven helpful as a software developer, from calculus for machine learning to trigonometry or quaternions for games.

Personal projects

For the past 5 years, I have been working on personal projects using tools such as Blender, Unity, TensorFlow, and Django. These projects include: a genetic algorithm that reverse engineers data to create equations describing the data, many machine learning systems such as a self-data-collecting CNN that not only gathers its own data but also learns from it automatically, and the creation of 3D graphics systems (like view frustums) from scratch, including ray-casting graphics. I have also gained experience with React; for instance, I used it to build a Monopoly game to run in HTML. Additionally, I have accumulated significant experience with Jenkins, made games with Unity and apps with Xamarin.

Technologies used in personal projects) React, Jenkins, Unity, Blender, Xamarin, TensorFlow, selenium, shell scripting, 3D programming, Nginx and much more ...

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