Dion Upton

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PROFILE

A software developer with over 3 years experience working with a variety of languages and softwares. I have a passion for software development and have strong knowledge of good programming practices. Backend development is my strongest skill set, however I also am competent with Frontend development as well as having some knowledge with DevOps.

I am creative and driven to learn, taking up programming projects outside of education and work, such as freelance projects as well as releasing and selling a number of mobile games written in C# and developed in Unity.

Working in team based environments these past years has led to me developing strong communication skills as well as great time management - as meeting deadlines and being able to accurately estimate time to complete projects has been essential.

RELEVANT WORK EXPERIENCE

Physical 2 Digital — Software Developer

APRIL 2020 - PRESENT

- Initially joining this company as a Junior Android Developer, I have worked my way up to a software developer and now work on all systems used at the company.
- Developing and maintaining Databases from the ground up. Working with SQL as well as MongoDB.
- Working with Database Access, utilising database migrations as well as in-line SQL.
- Developing and maintaining Web Applications. Working with TypeScript, HTML, CSS, Angular as well as a number of popular libraries.
- Developing Mobile Applications using Android Studio written in Java and Kotlin as well as C# and Python for back end development.
- Utilising various other softwares to aid development, such as Github, Circle CI, Docker, Kubernetes and Google Cloud Developer Tools.

1x2 Gaming Brighton — Graduate Software Developer

SEPTEMBER 2019 - MARCH 2020

- Working with back end Java servlets for online casino web applications.
- Working with HTML, CSS, JavaScript for front end work on the web app.
- Maintaining and extending upon existing database systems using SQL.
- Working in a small team with strict deadlines where teamwork and meeting deadlines was crucial.

Player Research Brighton — Games *Research Assistant*

JULY 2019 - AD HOC

- Communicating with participants, explaining and guiding them through the process.
- Over watching multiple participants during playtests, keeping track and noting actions taken.
- Setting up and cleaning rooms before and after playtests.
- Responding to and aiding players with issues that arise.
- Working with other team members to solve difficult problems.

References available on request.

SKILLS

C# + .NET

Java

Angular

JavaScript / TypeScript

Python

Unity 3D

SQL

Software Design

Front End Development

Back End Development

Unit Testing

Source Control

AGILE development

NOTABLE PROJECTS (UNITY)

Tap to extinction – Published then sold 2D Idle 'clicker' game. Achieved over 500,000 downloads.

Please take a look at my portfolio for more info on my skills:

www.dionupton.com

EDUCATION

University of Sussex

Computer Science BSc
1st Class Honors

Watford UTC

Computing BTEC
DDD (AAA)