Jonathan Crabtree

Profile

Self taught Java Engineer with 5 years of practical experience. Initially had career aspirations towards civil engineering but found a passion for software.

Learned and worked remotely to build experience using a variety of tools centred around java. Paired with a strong interest in mathematics this has allowed him to conquer tasks that other developers had trouble with, such as 3D generation/orientation and optimisation of applications.

Previous Work

2022-2023 - Ender E-Learning Providers (Austin TX, US) - Associate Software Engineer

Initially asked to complete specific tasks in a 4 person team which then progressed to scoping out and executing projects for the product with that team.

Areas of responsibility included maintenance and deployment of minecraft servers via Kubernetes cluster, interactions between our users, the server and our services, such as postgres database run with Hasura GraphQL API on top, our website via a web server built onto the minecraft server and a Redis service for sending messages between servers.

Running of the minecraft servers created common needs of features. I created libraries such as a threading library that allowed quicker and cleaner code creation around interacting with the minecraft servers' threading API, a library for fast text declaration and built a UI library to display dynamic messages to users outside of the scope of the vanilla UI display, which helped set our product apart from competitors.

Tasks were distributed and tracked using the Linear App and documentation was tracked using Almanac and then Notion.

2021-2022 – Smart Health Care & Diagnostics (Keighley, Bradford) - IT Assistant

Temporary position assisting in the administration of the child company's website by modifying store options in response to competitor prices, as well as seasonal and stock changes.

Volunteer Experience

2018-Present – HCGaming LLC (Dallas, TX, USA) - Java Developer

Lead a small team of volunteers to maintain a game minecraft server, which was the primary game the network offered.

Areas of responsibility included maintenance and deployment of minecraft servers via Kubernetes cluster. Maintaining a java project that acted as the core of the game as well as other smaller projects that support game development such as an SQL utility. Created a Spring Rest Application acting between a MySQL database that served administration details to staff as well as serving the game servers information and handling their modification requests.

Tasks were tracked using Trello and then Kanboard, and documentation was tracked using confluence.

Skills

Languages

- Java - Primary
- Kotlin - Primary
- C#
- PHP
- Javascript
- Python
- HTML

Frameworks

- Bootstrap
- React
- Jquery
- Redux

Databases

- MySQL
- Postgres

Experience using Kubernetes, Argo, SpringBoot, Hibernate.

General

- Competent with Microsoft Word, Excel & Powerpoint.
- Strong Rapport with effective listening skills.
- Enthusiastic team player and confident when working by myself.
- Takes ownership of a problem and has a systematic and pragmatic approach to resolve the issue.
- Experience with using many modern software platforms such as Argo, Kubernetes, SpringBoot, Hibernate, MySQL, Trello/Kanboard, Bitbucket, Nexus Repository OSS
- Use of AutoCAD and Revit (2D/3D Modelling Software)

Education

Full-Stack Developer Training - ITCareerSwitch – 2023-2024

1 Degree – Loughborough University – 2018-2021

Bachelors of Civil Engineering

4 A Levels – Parkside Secondary School – 2016-2018

Mathematics ◊ Physics ◊ Product Design ◊ Chemistry

9 GCSEs A*-C – Parkside Secondary School – 2014-2016

Mathematics ◊ Chemistry ◊ Product Design ◊ Physics

Religious Education ◊ ICT ◊ English ◊ English Literature ◊ Biology

Interests/Other Information

Aside from programming, my main interest is mathematics. I work mainly in the pure maths area. I focus mainly on different applications of cyclo-differential functions.

- Full clean driving licence.

References Available upon request.