

# ROBIN ZIGMOND

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## Profile

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I am a passionate developer, about 2 years into my professional career, seeking to move to a more exciting role working with a variety of modern technologies, where I can develop my skills further.

In December 2017 I completed my studies towards a Diploma in Software Development from the Code Institute, which I achieved with a Distinction. Since I made the decision to change career I have discovered a real love of writing and thinking about code, and even debugging it! I have learned a variety of different languages, frameworks and libraries – and I am constantly trying to teach myself more. I am very quick to learn, since before December 2016 I had no knowledge of any language at all. I particularly enjoy coding in Python and Javascript – “vanilla” Javascript (ES5 and ES6) as well as using libraries and frameworks. And I am becoming increasingly interested in functional programming – I love the Haskell language, and have started using Elm (a functional language which compiles to Javascript) for front-end development. Even though I am unlikely to be able to use these languages professionally in the near future, I believe my experience with functional programming makes me a better developer in all languages.

I enjoy passing on my knowledge and helping others solve coding problems or to understand concepts, for example in the Code Institute’s Slack channels, and on Stack Overflow.

One of the main reasons coding appeals to me is that I have a mind which enjoys logical thinking and especially problem-solving. My academic background is in Mathematics, in which I have a doctorate, and my hobbies include playing a wide variety of modern board and card games, of which I particularly enjoy complex games which present new and complex “puzzles” to the players with each play.

## Skills

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### Back-End Technologies

Python – including Django & Flask  
PHP, including WordPress  
NodeJS and NPM  
MySQL/PostgreSQL  
MongoDB

### Other Technical Skills

Python Virtual Environments &  
Package Control  
Git & GitHub

### Front-End Technologies

HTML5  
CSS3  
SCSS  
jQuery  
AngularJS  
ReactJS  
Gulp

### Transferable Skills

Always happy to learn  
Strong problem solver  
Strong attention to detail  
Communication skills  
Work well under pressure  
Able to work under own initiative  
Team worker

## Major Projects

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Please see my personal website at <https://robin.zigmond.uk/> for a full list of all my completed projects. Here I pick out what I believe to be the best:

### WHICH GAME TO PLAY - <https://robinzigmond.github.io/which-game-to-play/>

A project I mainly made to help teach myself ReactJS – but also with the aim of being useful to other boardgamers. The idea is to help choose which game to play from one’s collection, based on how many players are available and the approximate duration. Conceptually the app is quite simple - it pulls in all the games from one or more user collections from boardgamegeek using the BGG API, then filters the selection based on the user’s input. But I am very pleased with the result, which I gave a number of features to and tried to make as user-friendly as I could. (I also made a custom backend with Python/Flask, rather than accessing the boardgamegeek API directly from the frontend – this both allowed me to avoid CORS issues and meant I could use an existing Python package with a nice interface to the API, rather than having to parse the XML myself from Javascript.)

### CHAMBER MATES - <https://chamber-mates.herokuapp.com/>

A website where musicians can sign up and find other musicians in their local area to play chamber music with. Built with Django, using GeoDjango and the PostGIS extension to PostgreSQL to match users up by geographic location. Includes private messaging between users and the opportunity

for users to set up private groups (each with its own discussion board) and invite other users to them – and a donation form using the Stripe API. (At the moment linked to a Stripe test account and not accepting real cards). The front end uses Bootstrap for styling and jQuery for all kinds of DOM manipulation – including in response to Ajax calls.

#### **BOARD GAME DATA DASHBOARD - <http://boardgame-dashboard.herokuapp.com/>**

An interactive dashboard displaying data about modern board games. It shows information in various categories (designers, publishers, mechanics, year published, etc.) and allows users to filter the data by clicking graph sections. There is also a table of all games in the current selection, with links to each game's page on the boardgamegeek website – this table has pagination and allows the user to re-order the data in 3 different categories.

The data is collected from the boardgamegeek API every evening to ensure it is up-to-date, and stored in a MongoDB collection. Flask is used to run the application, and the frontend uses the Javascript libraries dc.js, d3.js and crossfilter.js

#### **DOMINION CARD SEARCH - <https://robinzigmond.github.io/Dominion-app/>**

A resource for players of the Dominion card game, built with AngularJS and styled with Bootstrap and Flexbox. The main feature is a search facility for all cards in the game, covering any combination of a variety of search criteria (card name, text, cost and which set it is from). Search results are shown as card images, which can be clicked on to access information on each card – including popovers showing definitions of common terms which I use. Note that the site is front-end only - the contact form is “fake” although featuring client-side validation, and the card database is a hard-coded JSON file accessed by Angular using \$http.

## **Work Experience**

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#### **DEVELOPER – THRIVE MARKETING, May 2019 - Present**

- Building and maintaining websites for a wide range of clients
- Working using a number of platforms, including Wordpress and the Hubspot CMS
- Building custom Wordpress themes, with SCSS and Gulp
- Working closely with a team of developers, designers and content writers

#### **JUNIOR WEB DEVELOPER – SKILLSFORWARD (FORMERLY FORSKILLS), Feb 2018 – May 2019**

- Working on E-Learning platform at myskillsforward.co.uk
- Main technologies used – PHP, Javascript, jQuery, CSS, HTML
- Built a new-look top menu and mobile “hamburger” menu
- Built a new user interface for the Portfolio functionality, including refactoring PHP code to separate front and back-end responsibilities
- Day-to-day bug fixes and small developments for customers

#### **PRODUCTION PLANNER – AKS Precision Ball Europe, May 2011 – Feb 2018**

- Planning future production volumes
- Ordering raw material
- Liaising closely with material suppliers to ensure required deliveries are received
- Making detailed machine plans showing achievable way to meet required production volumes
- Setting daily production targets

#### **PART TIME MATHEMATICS TUTOR – Durham University – October 2006 – July 2009**

As part of my PhD study I had the opportunity to tutor small groups of 6-12 first year undergraduates. This included going over homework problems and those set for discussion in tutorials, and general support with understanding the course material.

## **Education**

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#### **DIPLOMA IN SOFTWARE DEVELOPMENT – Code Institute (remote study, Full Stack Developer course) – January-December 2017**

- Projects submitted for assessment December 2017, graduated with Distinction in February 2018 - <https://www.credential.net/ea2b53c4-4eac-4cf5-ac7a-729761c49ccf>
- EQF level 5 qualification, accredited by Edinburgh Napier University – equivalent to 2 years of a regular degree
- Studied in the evenings around my full-time job and young family
- Before starting the course (December 2016) I had never written any code in my life (except learning some BASIC as a teenager)
- I learned all the technologies listed above - and the technical skill/understanding to learn any other technologies required in my future career
- I have enjoyed passing on my new knowledge to other students, in video chats and on the course's Slack channels – many have thanked me for my contributions

**PHD IN MATHEMATICS – Durham University - 2005-2010**

I studied a research topic in Algebraic K-Theory (a branch of Arithmetic Algebraic Geometry). My thesis is available to view at <http://etheses.dur.ac.uk/274/> (warning: will make very little sense to anyone who hasn't studied in this particular area!)

**MMATH DEGREE – (Master of Mathematics) – Durham University - 2001-5**

First-class honours degree, including marks of over 90% in most modules

**A-LEVELS – Ashville College, Harrogate - 1999-2001**

5 As achieved in Mathematics, Further Mathematics, Physics, Music and General Studies