William Jeynes

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EXPERIENCE

DFDS | Student Software Engineer **2024-2025**

- Collaborated with a large multidisciplinary team across the continent to deliver a high standard of always-on applications, processing millions of tonnes of cargo a week across six freight terminals.
- Migrated legacy solutions and processes from VB6 and MSSQL into future proof, cloud-based C# .NET applications across all areas of terminal operations, increasing uptime and efficiency.
- Worked in a team to re-make automotive operations at DFDS in a matter of months, our system now processes around 10,000 cars a week.
- Spearheaded the team's first React JS web-app, helped drive office code standards to include unit and integration testing, migrated processes to Kubernetes and drove cloud-based componentisation.
- Setup a Kafka-connect cluster to allow seamless integration with legacy backends and modern cloud components which processes over a million messages a day.
- Maintained a high level of commitment and responsibility in an emerging technical field. Provided out of hours support, managed go-lives and dealt directly with stakeholders from all levels to force through positive change in a legacy sector and otherwise overlooked industry. (More information on my website)

Everbit (Mobile Consultancy Startup) | Software Engineer **2023-2024**

- As part of a small team, developed mobile applications for a range of clients with strict time-based and monetary constraints, for example Meals (live on the apple appstore) and Wellmatch.
- Implemented features across the tech stack: frontends in Flutter, with Firebase and PHP backends. (More information on my website)

DFDS | Student Backend Developer **2023**

- Developed critical applications for gate security operations, consolidating control from a range of applications to one platform, saving time and reducing human errors.
- Worked collaborativley to create a fullstack project developing a Flutter application with a C# backend to sit as a temporary bridge between a monolith stack and new modern gate components.

Lyke (Web-Dev Company) | Software Developer **2023**

- Implemented PHP projects such as an in-house CRM and an OpenIDConnect server for cross-platform single sign on.

EDUCATION

University of Sheffield: Computer Science with a Year in Industry (BSc) **2022-2026**

- Module average to date is 80%. Examples of third year modules include Advanced Algorithms, Software Reingineering and Mobile Development.
- Completed a large number of group programming and research assignments to a very high standard.
- Co-founded Sheffield Game Development Society in first year, which is now in third year of operation. I am currently the Secretary and Deputy President, for which I have run tutorials, workshops and provided technical assistance such as website setup.
- Dissertation thesis on using large language models for disinformation analysis, using cutting edge techniques to push commercial language models to their limit, in combination with research-backed techniques to to verify authenticity.

Franklin Sixth Form College **2020-2022**

- **A*** A-Level Computer Science
- **A*** A-Level Further Maths
- **A*** A-Level Maths
- **A** A-Level Physics
- **B** Extended Project Qualification

Healing School, A Science Academy **2015-2020**

- 10 GCSEs: **9, 9, 9, 9, 9, 8, 8, 8, 7, 7**
- BTEC Creative IMedia: **Distinction**

SKILLS & ABILITIES

- Experience developing software in a range of technologies and environments. Key technologies: AWS, Terragrunt (Terraform/OpenTofu), C#, Flutter, PHP, Java, ReactJS, Kafka, Kubernetes (Docker + Linux), Entity Framework (MSSQL), Oauth (Active Directory), Windows Server, Azure Devops Pipelines.
- Implemented both legacy monolith solutions in languages like Visual Basic up to modern cloud native applications in AWS. Have done extensive work combining the two using technologies like Kafka.
- Extensive experience at stakeholder management evidenced by presentations in sprint reviews, to both technical and non-technical parties.
- Experienced at solving complex production issues in out of hours support.
- Been part of go-live teams across Europe, providing extensive training and help to end-users.
- Experience working in multi-disciplinary teams across time zones, efficient in both scrum and kanban setups.
- Teaching and presentation experience, from knowledge-sharing with colleages in areas of personal expertise, to delivering taught tutorial sessions for Game Development Society.
- Experience in using Linux and the Open Source ecosystem, professionally and personally, with Linux being my daily-driver.
- Quick to lean new languages and technologies. I often do personal projects to elevate my understanding of interesting subject areas, and I try to solve my own problems with code.