

CURRICULUM VITAE

I am a motivated and creative Junior Full-Stack Developer who has recently completed a Full-Stack Development Traineeship. I come with a strong academic background in Games Art, Design, and Animation having completed a BA Games Art, Design and Animation. Through hands-on development projects I have gained experience building responsive web applications using technologies like HTML, CSS, JavaScript, PHP, MySQL, React, and Python. I am passionate about technology and enjoy using both technical and creative thinking to develop engaging, user-focused solutions.

Along with my software development training, I have developed strong problem-solving, teamwork, and communication skills through university projects. These projects involved game development, creating 3D environments, and presenting concepts to industry professionals. I am now looking for an entry-level developer position where I can continue to grow my technical skills, contribute to innovative projects, and build a successful career in software development.

PERSONAL DETAILS

NAME: Allen Harris
RESIDES: Liverpool
TRANSPORT: Public transport
RIGHT TO WORK: British Citizen

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CODING TRAINEESHIP

IT Career Switch Ltd
Coding Traineeship – Full Stack Developer
1-year program

During the traineeship, I had to demonstrate a very competent level of the following programming languages and technical skills:

- HTML5, CSS3, JavaScript
- PHP, SQL, MySQL, React, jQuery, C#
- Python, Node.js, Bootstrap, Java, JSON
- Command line Git, GitHub
- Remote API access

ADDITIONAL TECHNOLOGIES:

- Leaflet, CRUD

DEVELOPMENT EXPERIENCE:

Below are the two briefs of development projects I completed with IT Career Switch which can be found in my bio: <https://allennharris.co.uk/>

Portfolio Project #1: “Gazetteer”

Develop a map-based application in HTML, CSS, JavaScript (jQuery) and Bootstrap presenting geographical and demographic data from JSON returned by PHP modules that query third-party APIs such as GeoNames and OpenWeather.

Portfolio Project #2: “Company Directory”

Full project cycle: Formal proposal followed by the development of a company personnel database application using Bootstrap, JavaScript (jQuery), PHP and MySQL. Sign off obtained after demonstrating that all of the required functionality was present and working as intended through the preparation of a formal test script.

University Projects

Major Production Module:

- Undertook game development as part of my Major Production module, requiring an in depth understanding of the requisite computer systems, and the ability to adapt to any issues or challenges I faced, utilising my initiative as well as my connections with fellow students and supervising professors to access support whenever necessary
- Demonstrated excellent interpersonal skills and teamworking abilities when working in a group of three to produce a game that was functional and enjoyable, as required
- Created a puzzle game with excellent graphics, as well as a fun challenge for users of all ages in accordance with assignment specifications

3D Environment Creation:

- Took part in an ideas pitch in a group of my peers at university, discussing options for 3D environment creation and presenting my own ideas. Ultimately, my design was selected for group work based on aesthetics, enjoyment, practicality, and wanting to tackle a challenging project
- We created a 'Viking Long House', achieving excellent grades and positive feedback
- I was responsible for modelling, texturing, UV unwrapping, and lighting the environments

Video Game Concepts:

- Utilised my experience from my course modules to create a puzzle platformer sidescroller video game concept
- Demonstrated my creative skills by creating a video game concept that was unique with a strong storyline and exciting graphics
- Pitched this project to industry professionals, creating an entertaining presentation and preparing myself for any questions they may have. Received excellent feedback for this and developed my own skills and confidence in this area
- Presentation pitching my own video game concept in front of industry professionals, receiving excellent feedback
- Utilised my experience from my course modules to create a puzzle platformer sidescroller video game concept

EDUCATION:

2025 - 2026

IT Career Switch

Coding Traineeship – Full Stack Developer

2024 - 2025

Udemy

- Realistic Fantasy Game Environment in Maya and Unreal Engine
- Model and Texture a Stylised Dungeon for Games
- Substance Designer 2020: Stylised Material Creation

2020 – 2023

LMA Staffordshire University

BA Games Art, Design and Animation (2:1)