Patrick Martin

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# Objective

# I am a highly motivated and enthusiastic software developer with a strong passion for problem-solving, particularly in debugging and refining code. I thrive in environments that challenge me to think creatively and develop innovative solutions.

# I taught myself C# and Unity, which enabled me to achieve a first-class grade in my final year university project—demonstrating my ability to quickly learn and apply new technologies. With several years of professional experience, I’ve developed strong collaborative skills and enjoy contributing as part of a development team.

# Driven by a deep passion for video games, I am especially interested in joining a game development company where I can combine my technical skills and creativity to build engaging, immersive experiences.

# Experience

**Programming Languages:** C#**,** HTML, CSS, XML**,** Java, Javascript,Typescript,SAS

**Software:** Unity, 3ds Max, Adobe Premiere Pro, Adobe Photoshop, SAS Enterprise Guide, SAS Data Integration Studio, SQL Management Studio, Postman, Azure Devops, Amazon AWS

**December 2019 – Current: Software Developer, Collins Aerospace,** Brighton, England

* Joined the company working on a front-end application which offered a biometric solution to airports.
* Helped in creating the next version of the application to remove unwanted third-party dependencies and improve most aspects of the application.
* Later joined work on a new project for a CUSS (Common Use Self Service) compliant application for dropping bags
* Developed and maintained enterprise-level applications using C# and WPF for the front-end UI, integrating with back-end services and databases using SQL.
* Designed user interfaces with XAML, implementing complex layouts and data-binding mechanisms to provide a seamless user experience.
* Utilized XML for configuration files and data serialization, ensuring smooth integration with third-party systems and services.
* Facilitated cross-team collaboration by bringing together developers and QA testers to create an efficient and proactive testing process. This resulted in fewer bugs during QA phases and improved the overall quality of the software releases.
* Actively participated in Agile development processes, contributing to daily stand-ups, sprint planning, and retrospectives, ensuring that team goals were met and deadlines adhered to.
* Mentored junior developers, helping them understand best practices in coding standards, design patterns, and effective debugging techniques.
* Encouraged knowledge sharing among team members, fostering a collaborative environment that allowed for faster resolution of technical challenges.

**November 2017 – December 2019: MI Developer, Markerstudy Group,** Haywards Heath, England

* I have learnt to program in various SAS tools, assisting in the production of manual reporting from the Data Warehouse. Big data analysis is very important for large corporations to understand customer trends and be proactive in providing the correct solutions.
* I work using an agile methodology, including rapid response problem solving, project work for both internal improvements and wider company requests and infrastructure support tasks.
* I have expertise in the General Insurance industry and apply this knowledge to solution propositions both on an individual basis and in group discussions.
* A large amount of my work is in Data Warehousing techniques including warehouse architecture, the importance of data quality and the interaction of job flows to assist in design and build of technical solutions.
* I have to understand regulatory requirements where they affect the provision of data within the industry and ensure all work has this considered.

**August 2017 – November 2017: Product Support Technician, Paxton, Brighton, England**

* Respond to customer enquiries through different communication channels.
* Provide advice and solutions for access control, building intelligence and door entry products, problem solving in a short time frame.
* Collaborate and troubleshoot with partners to ensure minimal disruption to business.
* Capture insights for product research, development and marketing purposes.
* Work closely with our development team and testing new products before launch.
* Consistent recording of accurate information on the nature of a challenge to ensure a smooth transition between agents and sustain a high level of quality.

**March 2016 – September 2016: Customer Consultant, Carphone Warehouse (inside Curry’s PC World), Worthing, England.**

* In-depth knowledge of current mobile phones, their specifications and how to fix them.
* Consultative sales technique - selling products to match customers’ needs and reaching weekly sales targets and how to upsell.

**August 2015 – March 2016: Customer Service Assistant, Wickes, Brighton, England.**

* A range of tasks including working on the till, stocking up, taking orders and placing deliveries, and most importantly helping customers, whether it’s in store or over the phone
* Understanding DIY products to further help customer enquiries

**June 2015: Local Data Collection, Global Local, Glastonbury, Somerset, England.**

* Acquiring emails, handing out Global Local promotional CDs.

**August 2015 – September 2015: Student Ambassador, University of Sussex, Brighton.**

* Helping newcomers and showing them around campus.

**July 2012: Tour guide, Juan Les Pins, France.**

* Providing tours for visiting English tourist groups of various sizes.

**April 2008: Intern as Assistant Product Manager, Amadeus, Sophia Antipolis, France.**

* On the job work experience assisting professionals in different departments and attending important client meetings.
* Assisted developers in the production of marketing material.
* Led a team of fellow interns in the development of a hypothetical marketing campaign.

# Education

**2017 BSC(Hons) Games and Multimedia Environments: Second class honours, Upper division (2:1)**

University of Sussex**,** Computing Foundations, Graphics and Animation, Intelligent Systems, Management, Music and Audio, Professional Issues, Programming, 3D Animation, 3D Modelling and Rendering, Software Engineering, Visual Effects, Video Production, Web Computing. ***Achieved a 1st in final year.***

**2008** **Economics and Science International Baccalaureate**, French and English.

Centre International de Valbonne, France.

# About me

* Bilingual French and English (mother tongue), Spanish (Intermediate)
* I enjoy playing video games as well as creating them, currently building my own in my free time.
* I also like music, playing guitar (still learning), watching TV shows and films (usually fiction/action or comedy types), as well as spending time with friends and family.