

# Chris Alexander

10 Rosemary Avenue  
Felixstowe, Suffolk  
IP11 9HX

Telephone: +44 75 30 60 60 33

E-Mail: [chris@chris-alexander.co.uk](mailto:chris@chris-alexander.co.uk)

Website: <http://www.chris-alexander.co.uk>

## Education

### University of Reading, Reading, UK

2007 onwards

Currently in Part 3 of an Applied Masters degree in Robotics. Part 1 and 2 results are listed below:

Part 2 Modules	Credits	Mark	Part 1 Modules	Credits	Mark
Control and Measurement	20	84	Cybernetics	20	93
Digital Circuit Design	10	73	Computer and Internet Technologies	20	88
Engineering Applications	20	89	Electronic Circuits	20	91
Further Computer Systems	10	81	Engineering Maths	20	82
Introduction to Algorithms	10	93	Programming	20	90
Neurocomputation	20	76	Software Engineering	20	89
Space Robotics	10	85			
Systems and Robotics	20	85			

*Programming Final Project (Part 1 Programming - 15%):* I developed a C++ program to solve a "Griddler" puzzle of any size, with 8 different algorithms that I devised. I developed metrics, and the program analysed each solution mechanism to determine the most effective for the particular puzzle. This assignment required me to apply my existing programming experience to a relatively new language and situation to me; I also had to further my knowledge through research, and use it to develop a solution to a complex real-life problem. Mark: 100%.

*Academic Prizes:* Part 1 and 2 Achievement Prize Scholarships from the University of Reading; George Hamilton Prize for Best Part 1 Engineering Student; Ede and Ravenscroft Prize 2008 for Part 1 achievements.

### Deben High School, Felixstowe, Suffolk, UK

2000 to 2007

A-levels in Maths, Physics, French and Music. A2 results: ABCC; AS results: BBCC.

### Suffolk College, Ipswich, Suffolk, UK

2005 to 2006

Completed 2 modules in an evening-based IT course in addition to AS levels: Databases with Microsoft Access and Web Design with Macromedia Dreamweaver and PHP.

## Full and Part-Time Employment

### Favorit Ltd, Reading, UK

June 29<sup>th</sup> 2009 - Present

Web developer working on TweetMeme and Retwt.me. Projects included:

- Design and implementation of TweetMeme Analytics, an advanced analytics service for links on Twitter.
- Design and collaborative implementation of AdTweets, TweetMeme's retweetable advertising service.
- Implementation of Statistics and platform upgrades to Retwt.me, TweetMeme's URL shortening service.
- Monitoring the website and resolving issues outside of working hours, supporting the systems administrators.
- Providing direct support to users by e-mail, forums, and Twitter.

Working in an extremely agile and cutting edge team, projects undertaken ranged from just a few days to months in length; projects were executed both on my own and collaborating with all members of the team. My work has contributed to TweetMeme's platform, feature set, as well as front end; it required working with not only the development team, but also sales, the community team, and directly with outside companies and users.

### Mentor for Part 1 Programming students

September 2008 to July 2009

Student Mentor assisting programming students in practical sessions aimed at improving their development knowledge and experience. The work required an excellent understanding of a broad range of programming topics.

## Work Experience and Volunteering

### DeveloperFusion.com, London, UK

8 months, October 2008 to May 2009

Contributing news articles to the large online developer community website. This required working with a geographically spread team, research skills, wide-ranging technical knowledge and good literacy and spelling.

### Huddle.net, London, UK

2 months, July to September 2008

Development team Intern with many diverse responsibilities, including:

- Installing and configuring Windows and Linux servers and virtual machines for a wide range of purposes.
- Regression testing regular releases of the main product, including writing and automating the test plans for the Facebook application and the site's API.
- Designing, developing, releasing, supporting and liaising with management regarding Huddle Desktop, an open-source Adobe AIR application to integrate with the website via its API.

My teamwork, development, Linux and Windows programming and administration, software engineering, communication, programming and design skills were all improved in this time.

### British Telecom, Adastral Park, Suffolk, UK

2 weeks, October 2004

Part of the BT Research and Development team, creating a website presenting information on the Internet.

## Personal Qualities

I am a hard-working, passionate and reliable individual, with an enthusiastic attitude towards my work; I work well on my own or as part of a team, as a leader or in any other role.

- Dependable
- Responsible
- Self-motivated
- Good time management skills
- Committed to deadlines
- Conscientious
- Continuously looking to improve myself and my skills

In my spare time I enjoy taking part in many musical activities; learning about new technologies; reading about science, maths and engineering; and developing and writing for my personal website.

## Additional Experience

### Academia

- Microsoft Student Partner for 2008/9 and 2009/10 academic years; winner of the MSP Star Award in 08/9.
  - Training in presentation and marketing skills, as well as a wide variety of Microsoft products including Windows 7, Office 2010, XNA Games Studio and Microsoft Robotics Studio.
  - Responsibilities included organising, preparing and presenting events at the University; liaising with key Microsoft staff in promotional activities; and creating technical content for distribution to students.

### Competitions

- Competed in the Software Design section of the Microsoft Imagine Cup Competition, 2007/8 and 2008/9.
  - On both occasions reached the UK finals, reaching 4<sup>th</sup> (2007/8) and 2<sup>nd</sup> positions (2008/9).
  - The competition tested all aspects of software engineering and running a business, including: writing a winning specification for the application; illustrating technical concepts and applications with posters, screen casts, and product demonstrations, and pitching the application in a "Dragons Den" style session to Microsoft executives and business professionals.
  - Training days included professional presentation and business management workshops.
  - The competition was invaluable in the improvement of my skills in product development, presentation and persuasion techniques, the application of software engineering principles, and details of the business aspects of software development.
- Winner of Microsoft Silverlight design competition by building a prototype Twitter client for the Silverlight 3 platform; and winner of the Live@edu MSP Challenge by creating a vision for Microsoft student marketing.
- Round 1 Prize winner in IBM's Student Mainframe Competition 2007/8.

### Awards

- Grade 6 Clarinet and Grade 6 Theory of Music; the Peter Ainger Award for Musical Achievement (2003); the Marian Warby Award for Outstanding Contribution to Music (2007).

### Organisations

- Active member of the Reading University Music Society – Treasurer April 2008 to June 2009; Principal Clarinettist for the Reading University Concert Band since October 2007 and Conductor since October 2008.
  - Numerous experiences of a leading role within a team, requiring communication skills, responsibility, and constant professionalism.
- Member of Deben High School Orchestra, Jazz Band and Wind Band for 6 years, taking part in tours of France (2002) and Holland (2007). Leader of the Deben High School Samba Band for 2 years.

### Projects

- Developer of Clustr, a full implementation of the Huddle.net APIs to provide access to the services on iPhones and mobile devices. Worked with Huddle designers and developers to improve the application and provide feedback on the API.
- Designed and implemented the website for Agatha's Appeal, a fund started to raise money for a children's charity; this included working to a specific brief at short notice, with an Agile engineering approach.
- Stage Manager and Assistant Set Designer for 5 consecutive Deben High School drama productions; Musical Director for Deben High School and Reading University Drama Society productions of Jesus Christ Superstar.
  - My roles in the school drama productions provided me with experience of taking a very responsible and highly pressured leadership role in the management of a large production team, with tight budgets and strict deadlines to meet. My teamwork, communication and time management skills were developed, and my delegation and negotiation skills improved greatly.
- Developer of multiple web-based projects of varying scale and complexity, for clients and personal use.

## References

### **Mr. Andy McLoughlin**

Founder and Product Director, Huddle  
Huddle, 180 Bermondsey St, SE1 3TQ  
andy@huddle.net

### **Mr. Jonathan Howell**

Chief Technical Officer, Huddle  
Huddle, 180 Bermondsey St, SE1 3TQ  
jonathan@huddle.net

### **Dr. Richard J. Mitchell**

Academic personal tutor  
University of Reading, Reading, UK  
r.j.mitchell@reading.ac.uk