Jamie Geddes

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https://jgeddes1.github.io/Porfolio-Website-2024/

EDUCATION

The University of York   York, Eng
Masters of Science in Digital Archaeology   *Oct. 2019 – September 2020*

York St John University   York, Eng
Bachelor of Science in Computer Science   *Aug. 2016 – May 2019*

EXPERIENCE

Digital Archives Assistant   April 2024 – Present
Archaeology Data Service   *York, Eng*

- Developed a series of executable time saving tools for archiving digital assets and scripts in Python.
- Helped fix computer hardware issues when arisen
- Worked on testing for the new Depositing Ingest tool
- Supporting OASIS Helpdesk answering tickets and written a blog post related to common queries.
- Worked on the HS2 GIS archiving.

VLE Support Officer   May. 2023 – April 2024
The University of York - Digital Education Team   *York, Eng*

- Won an award under the Student and Academic Services Making the Difference Scheme within the university. We were nominated in the following categories: Providing customer service excellence, Promoting continuous improvement, best practice and innovation, Making an exceptional contribution to the improving the Student Experience
- Provided 'at desk' support to academic staff for the transition to Blackboard Ultra platform.
- Acted as a liaison between academic departments and the VLE Transformation Project team.
- Became an expert in Blackboard Learn Ultra platform, facilitating staff training and workshops.
- Guided departments in re-conceptualizing VLE module sites for active student learning in Ultra environment.
- Created video guides and performed video editing using Camtasia for training purposes.
- Updated VLE-support Ultra websites using MKdocs and managed site maintenance via git and GitHub.
- Collaborated effectively in teams using GitHub for code sharing in a professional environment.
- Contributed to poster, guidance resources and blogs about the new VLE.
- Member of the central Digital Education Team (DET), contributing to broader educational initiatives.

Digital Archives Assistant   March 2021 – May 2023
Archaeology Data Service   *York, Eng*

- Developed an application built in python that compares files deposited against the ADS file name policies and flags if issues, with ability to resolve included in application.
- Gathered and ingested archaeological data for the creation and dissemination of digital archives.
- Developed a comprehensive understanding of archival systems and processes.
- Utilized Cold Fusion within web templates to create and manage archives and special collections.
- Wrote and presented in person at CAA Amsterdam 2023 about HS2 and UNPATH'D Waters, in regards to FAIR principles.
- Attended and represented the company at 3D modelling and XML Onotologies Workshops in Pisa 2022.

Placement Student   April 2020 – July 2020
Archaeology Data Service   *York, Eng*

- Cataloguing Derbyshire archaeological journals.
- Consolidated subject terms to improve the organization and accessibility of archival materials.
- Added and edited monograph volumes for the Oxford University School of Archaeology Monographs on the ADS website.
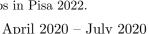- Utilized OpenRefine to navigate catalogues efficiently.

Highlighted Projects (More Can Be Found On Portfolio Website)

Portfolio Website For A Friend | *React, Vite, Tailwind, Git, Three.js, EmailJS*   June 2024 – August 2024
- Developed a Portfolio website with React as the front end, using packages such as tailwind to help with css and three.js to implement component features.
- deployed the build to a new GitHub account for the client so it was hosted for free under the account elliottyoung1.
- Implemented EmailJS for the contact form.

Tools For The Archaeology Data Service | *Python, openpyxl, PyQt5, Git, geopandas*   June 2024 – August 2024
- Python applications built to help speed archiving procedures:
- Created a GIS application that uses Geo-packages to quickly scan shp files, display the data and compare against metadata supplied if attribute fields are missing.
- Updated a file-renaming tool that compares the files (optional files in sub-folders) in a directory against the ADS file-naming policies.
- Created image checking tool using python that checks all images are deposited and not any missing from metadata sheet. This tool also opens the metadatasheet and provides subject keywords that is used in completion of archives.

Battleships | *Java, Java.Swing, OOP, Git*   May 2024
- Developed Game Battleships as part of my aim to improve coding skills.
- Has basic AI shooting system
- Utilises Java Swing to build the GUI and systems.
- Developed understanding of Java and Object Orientated Programming

Technical Skills

OS systems: Windows, Linux, Mac
Languages: Java, Python, C#, SQL (Oracle and MYSQL), JavaScript, HTML/CSS
Frameworks: React, Node.js, Flask, Vue.js, Tailwind CSS
Developer Tools: Git, Docker, Google Cloud Platform, VS Code, Visual Studio, IntelliJ, Eclipse, Unity, Microsoft Azure, DBeaver, SQuirreL, Virtualbox, Vite
Networking Knowledge: OSI Model, TCP/IP, DNS, Apache, Subnetting, Azure, Wireshark
Common Libraries: pandas, NumPy, Matplotlib, geopandas, osgeo
Other Skills: Microsoft Word, Excel, Office 365, Google Suite, Figma, 3DSMax, Blender

Additional Qualifications

Qualifications and Courses Completed

- Microsoft Azure Fundamentals (AZ-900) Certified Qualification (2024)
- Agile Software Development Coursera by Praveen Mittal University of Minnesota (2024)
- Excel Basics for Data Analysis IBM Course (2023)
- Introduction to Data Analytics IBM Course (2023)
- QA Python Level 1 Course Certificate (2020)
- TESTDOME SQL Test (2020)
- MTA: Introduction to Programming Using HTML and CSS - Certified 2018
- MTA: HTML5 Application Development Fundamentals - Certified 2018