

Andy Mooroongapillay

<https://github.com/andypillay>
andypillay93@gmail.com | 079 4342 9595

uk.linkedin.com/in/andypillay

EXPERIENCE

KYNETIX | APPRENTICE SOFTWARE ENGINEER

June 2015 – Present | London, UK

- Part of the team that help maintain and develop Guardian, A Physical delivery and Warrant Commodities Management System for the Intercontinental Exchange (ICE).
- Writing and debugging Webforms and ASP.NET MVC applications.
- Adding new features and fixing bugs.
- Created coded Data-driven Automated tests scripts used for regression testing that tested Guardian's UI interface.
- Presented and introduced Visual Studio Coded UI Tests to other high profile projects within the company such as London Metal Exchange's (LME) Sentinel.
- Coordinated with QA Testers to test and debug software applications.

EDUCATION

MICROSOFT TECHNOLOGY ASSOCIATE | SOFTWARE DEVELOPMENT FUNDAMENTALS EXAM

Apr 2016 – Present | Farringdon, London

CITY & GUILDS | LEVEL 3 CERTIFICATE IN IT SYSTEMS AND PRINCIPLES EXAM

Aug 2015 – Sept 2015 | Farringdon, London

CITY & GUILDS | LEVEL 3 DIPLOMA IN IT PROFESSIONAL COMPETENCE EXAM

July 2015 – Aug 2015 | Farringdon, London

PLYMOUTH UNIVERSITY (GSM CAMPUS) | BACHELOR EXTENDED PATHWAY (FOUNDATION YEAR), COMPLETED YEAR 1 AND 2 OF ECONOMICS BSC.

Sept 2011 – May 2014 | Greenwich, London

PROJECTS

GAME | C# | MONOGAME

Created with a friend during free time. A Shooter built using Monogame with C#.

BLOG | PYTHON | DJANGO

A blog built with python using the web framework Django.

BASKET | C#

A small event driven program that stores adds, edits and deletes items on to a grid view.

SKILLS

LANGUAGES

Proficient:

C# • Python • CSS • HTML • MSSQL

Familiar/Studying:

JavaScript • Scala • C++

FRAMEWORKS

.NET • jQuery • Bootstrap • Django • Entity

METHODOLOGIES / PRACTICES

Agile • Scrum • Test Driven Development

SPOKEN & WRITTEN

Native fluency:

English

Working proficiency:

French Creolé

SOFTWARE / VERSION CONTROL

Terminal • Git • Team Foundation Server

IDE'S / TEXT EDITORS

Visual Studio • Sublime Text • Notepad++