

Hello

I'm Kaine Innes

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Skills

Microsoft Products:

- Microsoft Word
- Microsoft Excel
- Microsoft Outlook

Web Development

- PHP (Mid Level experience, PHP 4 - PHP 5.4) - from 2007 - 2012 actively learning/using
- HTML (Experienced 'html5' included)
- CSS (Experienced in CSS and basic CSS3)
- Javascript (Mid level experience in ECMAScript 5, very little experience in ECMAScript 6)
- -jQuery (1.x & 2.x)
- -NodeJS (Basic understanding)
- MySQL (Mid Level experience in MyIASM MySQL databases)
- - Monodb (basic understanding in terms of use with NodeJS)
- - NoSQL (basic understanding)

Experience

September 2016 - Current

NHS Business Administration Apprentice, The Leeds Teaching Hospital Trust, Appraisals & Revalidation Team Member

- Main Tasks include data input of Doctors that join the trust onto the appraisal system (bespoke software).
- Maintaining a list of outstanding appraisals, current employees, completed appraisals and starters and leavers analysis.
- Email chasing of doctors
- Scanning and archiving of documents
- Meeting pack creation/meeting set ups
- Data input and validation through in place systems throughout the NHS.

- Customer Service in terms of answering phones, answering emails and face to face in assisting doctors with their appraisal queries.

May 2010 - December 2014

Deadland Browser/Text Based Game, <http://deadland.net> *Main Developer*

- Focused on improving an already established core.
- Creating of Multiplayer features within the form of Modules
- Maintenance and constant security updates as PHP developed as a language.

September 2013- August 2014

KungFuDynasty Browser/Text Based Game, Non-Functional- *Main Developer*

- An offshoot of the Deadland project, based on the original code, designed as a sequel game.
- Whilst was actively worked on for 11 months, the game never was fully published.

June 2014 - March 2015

CEGamers, <http://cegamers.com> [defunct]- *Developer*

- Creation of tools and guides for various Facebook Games (mainly Zynga)
- Tools based on the "FrontierVille" game by Zynga was the main focus.
- Involved creation of a tool that took the updates made by Zynga and reverse engineered the code to create documentation of new features and items, and then upload them in the form of a guide to the website.
- The tools portion of the website closed due to the termination of FrontierVille by Zynga
- The website followed soon after as the userbase was built surrounding the FrontierVille community.
- At it's peak it had 15,000+ daily visitors to it's Facebook page and website.

Education

January 2008- July 2009

Alternative Programmes, Leeds- *Highschool*

- English GCSE level D.
- OCN Qualification in Art level 2
- OCN Qualification in Catering level 1
- OCN Qualification in Animal Care level 2
- OCN Qualification in Horse Care level 1

September 2016 - March 2017

Learn Direct, Leeds - Apprenticeship

- Functional Skills English Level 1 (GCSE Equivalent A-C)
- Functional Skills Maths Level 1 (GCSE Equivalent A-C)
- Functional Skills IT Level 1 (GCSE Equivalent A-C)

References

References available upon request.

