

Samaresh K. Nayak

Curriculum Vitae

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Profile

Third-year Computer Science student at the University of Huddersfield. Detail-oriented programmer with 6 years' experience devising adaptive solutions tailored and designed for flexible business & user requirements. Advanced programming knowledge complemented by a proven ability to assimilate and utilise technologies with efficient results.

Education

University of Huddersfield

2017–PRESENT

BSC COMPUTER SCIENCE (HONS)

- 1st Year: **AAAAA** [1st] | Year Average: 84.2%.
- 2nd Year: **AAAAA** [1st] | Year Average: 86.5%.

Lawnswood School

2010–2017

- GCSE Computer Science, Mathematics, Science [Biology, Chemistry, Physics] (**AA ABB**), 6 additional GCSEs grade **B** or above.
- AS-Level Computer Science, Psychology, Mathematics, Chemistry (**BBCE**).
- A-Level Computer Science, Psychology, Mathematics (**BBC**).
 - Extended Project Qualification [EPQ] in Genetic Algorithms (**B**).

Experience

Volunteer IT Mentor

JUN–DEC 2016

MAECARE

Volunteered for an organisation in which I mentored I.T. skills to elderly people enabling them to manage and understand technology.

Work Experience Student

AUG 2016

SKY

Gained hands-on work experience directly with software developers at Sky doing front-end web development using Node.js via the Atom editor. The experience allowed me to understand to expectations of programming at an industrial level using the Agile software methodology.

My communication and teamwork skills also improved since we worked in small teams of five with a combination of pair-programming.

Skills

Languages: Python, JavaScript, C++, Java, \LaTeX
Paradigms: Imperative, Object-oriented, Procedural
Web Dev.: HTML5, CSS3, Git, jQuery, Jekyll
Dev Tools: Atom, Android Studio, JetBrains' IDEs, Visual Paradigm, Visual Studio

Hobbies and Interests	<hr/> <ul style="list-style-type: none"> • Frequently create programming projects, and increase my knowledge of Computer Science by improving my abilities or reading around the field. Some of my favourite books include: <i>Clean Code: A Handbook of Agile Software Craftsmanship</i> (2008), <i>Programming: Principles and Practice Using C++</i> (2008), and <i>Structure and Interpretation of Computer Programs</i> (1979). • Write and solve programming problems on codewars.com (ranked in top 1%). • Member of the University Computing Society, where we converse about the subject and actively partake in hackathons. • Avid badminton player for eight years. Member of the University Badminton Society, in which I play twice a week. <hr/>
Awards and Achievements	<hr/> 2016 Tim Berners-Lee Award Computing/ICT, Lawnswood. <hr/>
References	<hr/> References available upon request. <hr/>