

Ashley Arik

GitHub: AltPact | LinkedIn: Ashley Arik
arikashley@gmail.com | 07519 989 909

SKILLS

PROGRAMMING LANGUAGES

Python (Numpy, Scipy & Pandas),
Matlab, Java, Embedded C, SQL,
JavaScript, TypeScript, HTML, CSS,
C# and LaTeX

MACHINE LEARNING TOOLS

PyTorch, TensorFlow, Keras, Scikit-learn

SOFTWARE TOOLS

MySQL, IntelliJ IDEA,
Visual Studio Code, MS Office,
Git and Github
Blazor
AWS (training currently for certification)

ACHIEVEMENTS

- Completed multiple Google Hash competitions with high scores, including creating efficient sorting and route-finding algorithms for large data sets.
- Led a team to implement an energy-efficient data collection protocol, run on a Raspberry Pi Pico edge device, as part of the 3rd year grade.
- Developed a live web-based game entirely from scratch, using JavaScript as the new language for everything from concept to deployment.
- Led a team to produce a tile-based game, implemented in Java, as part of the 2nd-year grade

VOLUNTEERING

- Supported Social Workers in teaching 13-18-year-old teenagers motorbike mechanics and maintenance in "Youth Connexions" Watford from 2017 to 2019
- I spent three months stocking shelves and running the register in a charity shop.

ABOUT ME

I'm a 4th year MSc student in computer science seeking a full-time software engineering role. I'm a natural builder and am frequently seen fiddling with motorbikes, or computers that I've disassembled to learn how they operate. Looking to join a large-scale development team in a high-performing environment where I can consistently be pushed to perform better. I've worked on projects spanning the entire development stack, from the user interface to hardware and everything in between. I would be thrilled to have the chance to work and gain experience in any aspect of the stack.

EDUCATION

SWANSEA UNIVERSITY | SEPTEMBER 2019 - JUNE 2023

- Undergraduate courses in Java, SQL, Haskell, Python, C, C++, Prolog, and Excel.
- Courses in the professional application of technical skills and project management methodologies (scrum and agile methodologies)
- MSc in Computer Science - Graduated with 2:1, Upper Second-Class Honours
- Third and fourth final projects: "Improving real-time video facial recognition algorithms" and "Using a time-series machine learning model to predict energy usage with high-frequency modeling."

ST COLUMBA'S COLLEGE, ST. ALBANS | 2017-2019

- 3 A levels – Maths, Economics, and Physics
- Extended Project Qualification – Future of Artificial Intelligence

ALDENHAM SCHOOL, ELSTREE | 2004-2017

- 10.5 GCSEs - Gained Academic and High Achievement awards

EXPERIENCE

REDMILL SOLUTIONS LIMITED | SOFTWARE DEVELOPER INTERN

June 2021 – October 2021 | Elstree and Borehamwood, London

- Worked in a team to migrate the entire website from Silverlight to Angular.
- Was a developer for an important customer-facing part of the main website
- Worked to more accurately depict the clients' quarterly data, which was utilized to formulate future business plans, data was cleaned and processed to produce a complicated pivot table.

June 2019 – October 2019 | Elstree and Borehamwood, London

- Quality data assurance and created Excel Pivot tables for clients

PEACH MEDIA | BACKEND SOFTWARE DEVELOPER INTERN

June 2020 – October 2020 | London

- Optimised the import and export of formatted data in AWS
- Implemented automatic error ticketing system in Java
- Administrated AWS billing for Peach Media clients
- Worked in an agile software development environment that incorporated a scrum-based software cycle
- Developed a live web-based game demo for a client using NodeJS hosted on an EC2 instance