

Amro Elata

Prospective Software Developer who is an avid Game and Web Dev Hobbyist; Majoring in BSc Computer Science.

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EXPERIENCE

Softwire, London — Software Dev Work-Experience Placement

OCTOBER 2022 - OCTOBER 2022

During this placement, I learnt various forms of coding and software development, plus an insight into how the company, softwire. A key accomplishment was me understanding how the tech sector generally works.

Iceland, London — Sales Assistant

JULY 2022 - SEPTEMBER 2022

During this summer position, my main day to day role was managing and unloading stock onto the shop floor.

Tesco, Byfleet, England — Customer Assistant

AUGUST 2021 - MARCH 2022

Work on tills and self-checkouts, restocking, reductions, disposals and making the store aesthetically pleasing.

EDUCATION

University Of East Anglia, Norwich — BSc Computer Science (Hons)

SEPTEMBER 2023 - JULY 2027

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The Heathland School, London — Secondary and 6th Form

SEPTEMBER 2019 - AUGUST 2023

A-Level: Mathematics(X), Computer Science(X), Physics(X)

GCSE: 9 GCSEs grade 8-4, English(5), Maths(7)

SKILLS

PROGRAMMING -

- Python: Over 100 hours
- Javascript: Over 525 hours
- C: Over 300 hours
- C++: Over 300 hours
- C#: Over 400 hours
- Java: Over 1000 hours
- React.js: Over 500 hours

IT SKILLS -

- Microsoft office: Word, Powerpoint, Access, and Excel
- Operating Systems: Windows, Linux, macOS
- Hardware Maintenance: BIOS configuration, troubleshooting
- Networking: Network configuration and debugging

SOFT SKILLS -

- Communication
- Time-Management
- Critical Thinking
- Teamwork
- Problem-Solving
- Adaptability

AWARDS

iDEA bronze Award - Awarded in March 2019

Softwire Work Placement Completion Certificate
- Awarded in October 2022

Github Pull Shark Achievement- Awarded in
October 2022

PROJECTS

Utilities Discord Bot — *A-Level Computer Science NEA* (ExamBoard: OCR)

Developed a utility bot for discord servers owners and staff to help tackle server related problems, such as server management and rule enforcement. This was developed in Python.

Tetris Game — *Softwire Work Experience Project*

Developed a tetris game as part of a team project. The solution consisted of a game UI, scoring system and game mechanics. The project was developed in a 1 week time frame; This was Developed in Javascript, with aid of HTML and CSS.