ASHLEY WILSON

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Personal summary

Aspiring full-stack developer with hands-on experience delivering end-to-end web applications using React, Django, and Docker. Strong foundation in backend architecture and modern dev tools, seeking a junior or internship role to contribute and grow in a professional environment.

Education

BSc (Hons) Computer Science, Leeds Beckett University — *Sep 2022 – Jun 2025*
Expected 2:1
A-Levels and GCSEs, Meadowhead School, Sheffield — *Sep 2014 – Jun 2021*
Maths (A*), Physics (A*), Computer Science (A*) — 11 GCSEs (Grade C/4 or above), including English and Maths

Skills

Languages: Python, JavaScript, Java, Kotlin, C#, HTML, CSS
Frameworks & Libraries: React, Django, Node.js, Express, Tailwind, Bootstrap
Tools & Technologies: Git, Docker, PostgreSQL, REST APIs, Celery, Redis
Other: JWT Auth, Linux, Agile Development, Public Speaking, OOP Concepts

Projects

Room Booking System — View on GitHub
React · Django REST Framework · PostgreSQL · Docker · Celery · Redis · WebSockets · JWT Auth
Led the development of a full-stack room booking system deployed for internal university use. Built 20+ REST API endpoints to manage users, rooms, bookings, and chat. Architected to support 500+ users with scalable handling of 200+ active sessions during peak times. Solved performance issues by integrating Celery and Redis for background tasks, reducing email delays by 80%. Used WebSockets for real-time chat and Docker for local deployment across environments.

Checkers Game with AI — View on GitHub
C# · WinForms · Minimax Algorithm · OOP · Data Structures
Built a two-mode checkers game with AI opponent and two-player logic, using a minimax algorithm with 5-turn depth. Designed for single-player use with a local GUI via WinForms. Applied object-oriented design patterns and implemented undo and move history features using stacks and queues.

Unity 3D Level-Based Runner — View on GitHub
Unity · C# · Game Physics · Level Design · Collision Handling
Developed a 3D runner game with 5+ handcrafted levels and a distance-based scoring system. Designed to run smoothly on consumer PCs at 60+ FPS. Scripted physics-based player movement, obstacle collisions, and level progression using C#. Built solo with a modular structure to support future level expansion.

To-Do List App — View on GitHub
Django · HTML/CSS · Docker · User Auth
Created a secure, single-user to-do list manager with login/registration and task isolation. Built to support dozens of users with individualized data separation. Integrated session-based authentication and protected views. Styled with custom CSS and containerized using Docker Compose for efficient local deployment.

Work Experience

IT Technician (Work Experience) —*Sheffield College · Nov 2019 – Jan 2020*
- Assisted staff with technical support, managing daily helpdesk tickets.
- Supported senior technicians with network setup and troubleshooting.

Event Steward —*Sierra 1 Security, Sheffield · May 2023 – Nov 2023*
- Managed crowd control and ensured safety at events with 1,000+ attendees.
- Collaborated with teams to uphold venue protocols and resolve issues calmly.