
Professional Profile

Dynamic and competent student with skill sets in computer science and electronics. Able to work equally well both as an integral member of a team and autonomously as required, having acquired experience in the technology industry, utilising initiative to make strong decisions and remain focused in challenging, fast-paced environments.

Core competencies include:

Software Engineering | Embedded Systems | Game Programming | Robotics | Digital Electronics | Presentations

Key Technical Skills

- ♦ **Programming Languages:** C; C++; C#; F#; Python; Java
 - ♦ **Other Languages:** PostgreSQL; ARM/MIPS Assembly; Verilog
 - ♦ **General:** Git; Visual Studio; LaTeX; Microsoft Office; Windows; Linux
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Work Experience

Apr '17-Present Software Engineering Intern at Cisco

- ♦ Working on the Cisco Spark Board development team, adding voice recognition and control to the Spark Board
- ♦ Contributed to various bug fixes related to the Spark Board media framework and the application user interface
- ♦ Working on the Cisco Meeting Server team, creating an RTP sessions video and audio analysing tool for CMS

Oct '16-Mar '17: Undergraduate Teaching Assistant at Imperial College London (Part-Time)

- ♦ Supporting first-year students with their C++ software engineering courses in the computing labs

Jul '16-Sep '16: Programming Intern at NaturalMotion

- ♦ Assisted with various programming projects, including coding in C++ for the AAA mobile game "Clumsy Ninja" and contributed to the latest update with bug fixes and new events, while writing new development tools in C#
- ♦ Created the Clumsy Ninja Event Tool, a program for easily creating new events for Clumsy Ninja; coded in C# using the .NET Framework; decreased event-creation turnaround time from one whole day to just 10 minutes
- ♦ Implemented new tracking metrics for rewarded video ads and completely overhauled the entire debug menu
- ♦ Integral member of the winning team in the Q3 hackathon creating the VR experience, "Posing with Friends"

June '11: Work Shadowing at British Telecom

- ♦ Assisted in fault tracking and resolution in transmission systems, performing all tasks to the highest standard
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Education and Qualifications

MEng 4YFT:	Electronic and Information Engineering (2014-2018) – <i>Imperial College London</i> First year – 1st; Second year – 1st; Introduction to Management Course (Distinction) Jointly taught by the Electrical Engineering department and the Department of Computing
3 A Levels:	Mathematics (A*), Physics (A) and Chemistry (A) (2013) – <i>The Latymer School</i>
1 AS Level:	Economics (A) (2012) – <i>The Latymer School</i>
9 GCSEs:	Including A*s in English and Maths (7 A*s and 2 A's) (2011) – <i>St John's Senior School</i>

Individual Projects

- ♦ **Fir – Conversational AI Bot (Jun-Jul 2017):** A portable conversational robot resembling Siri and Alexa; coded in Python running on Raspberry Pi with microphone and speaker; uses the snowboy and Houndify API
 - ♦ **Job Watch (Nov-Dec 2016):** program for keeping track of applications for jobs and internships; written in C#
 - ♦ **C Compiler (Feb-Apr 2016):** a compiler which outputs MIPS assembly code that can be assembled and linked using the GCC MIPS toolchain; written in C++ and supports expressions, control flow and function calls
 - ♦ **MIPS-4-3DS Emulator (Sep-Oct 2016):** MIPS simulator for 3DS coded in C; supports all MIPS32 instructions
 - ♦ **Gears – Arduino Robot (Jul-Aug 2015):** C++; automatic movement, voice recognition and Bluetooth control
 - ♦ **2048 Remake (Feb-Mar 2015):** remake of the smartphone game coded in C++, played on the command line
 - ♦ **Resize – Android/iOS Game (Apr-Aug 2014):** published this challenging arcade game; over 600 downloads
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Personal Details

Interests Include:	Computer and Mobile Game Development; Robotics; Karate
Previous Roles:	Enfield Environmental Youth Committee Member; Student Council; School Librarian
Further Skills:	Languages: English (native), French (basic), Bengali (basic); Full, Clean Driving License

References are available on request
