

BHAVIK GILBERT

Software Engineer

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🌐 [Bhavik Gilbert](#)

🌐 [Bhavik-Gilbert](#)

🌐 [Portfolio Website](#)

EDUCATION

Computer Science BSc (Hons)



King's College London

2021 - 2024

CS50 Online



Harvard University

2022

A-Levels

Mathematics, Computer Science
Physics, Economics



Leyton VI Form College

2019 - 2021

SKILLS

- Python
- Java
- HTML/ XML/ CSS
- Javascript (React/ Threejs)
- PHP
- C/ C++/ C#
- Scala

INTERESTS

- Volleyball
- Badminton
- Travel

REFERENCES

- ✉ edwin.nganga@leyton.ac.uk

PROFILE

Driven by an avid interest in Tech, I've come across a range of experiences in several positions within different sectors to help expand my knowledge, trying to find my footholds within the industry. To this end, I've dabbled in several fields: data analysis, game development, machine learning, web development and database systems.

Proceeding forward, I want to further develop my knowledge around the field of computer software outside the reach of personal projects, providing a tangible output into the industry, and bettering my problem-solving and algorithmic thinking in the process.

WORK EXPERIENCE

Location Camp Support Assistant



Funtech

July 2022 - August 2022

- Managing and supporting tutors across 7 on-site locations to cultivate a safe and encouraging environment for learning
- Provided technical/IT/teaching support across courses, maintaining safeguarding standards, liaising with tutors and talking to clients and troubleshooting issues of all natures as they come up
- 3D Game Development(Unreal Engine), CyberSecurity(Kali Linux), Python(Basic/OOP/Pygame Development/AI ML), Touch Typing, Roblox Development, Minecraft(Mods/Redstone) Development, Lego Robotics, Java(Basic)

Computer Science Mentor



Leyton VI Form College

September 2021 - October 2022

- Advising students in all aspects of their coursework, ranging from usage in PHP, JavaScript, SQL, C# and Python
- Teaching students to design and document systems during the development process
- Technologies focusing on web development, database systems, unity 3D game development, python 2D game development and AI development

Computer Science Teacher



Funtech

July 2021 - August 2021

- Taught classes of up to 6 ranged from 6 - 16 years in age
- Lego Robotics, 3D Game Development(Unreal Engine), CyberSecurity(Kali Linux), Python(OOP/Tensorflow AI ML)

PROJECTS

Property Portfolio Viewer Application

Group Project - 4 Contributors

- Java - GUI Application(JavaFx, WebView)
- Application to allow users to view airbnb properties, get information about them and their location such as crime rate, transport links and average price point.

Facial Recognition Login System

Solo Project - 1 Contributor

- Python - AI & SQL Database(Tkinter/PIL/CV2/DeepFace)
- Login system to use facial recognition in place of passwords, validating and storing blob images on each successful login to improve the accuracy of the system overtime

Photography Booking & Management System

Solo Project - 1 Contributor

- PHP/Javascript - Web Development Database Booking System
- Booking system to allow clients to hire photographers alongside enable admin to effectively manage sales and view progress

Visit my portfolio website for more information