# **Charlie Hall**

charliehall150604@gmail.com | Linkedin | 07999862573 | GitHub | Personal Website

## **Education**

### **University Of Leicester**

BSc Computer Science (1st Class)

Leicester, University Rd, Leicester LE1 7RH Sept 2022 - June 2025

## **Kettering Science Academy**

Kettering, Deeble Rd NN15 7AA Sept 2016- June 2022

A Levels: A Computer Science, B Physics, C History

## **Work Experience**

Milisan School
Online
Jan 2024 - Present

Tutor

- Tutored young learners (ages 7–14) in Lua programming and core computer science concepts.
- Helped students build Roblox games by simplifying complex ideas into accessible, hands-on lessons.
- Adapted teaching style to different learning needs and skill levels.

# **Projects**

#### **Roblox Code Emulator**

Personal Project

- Implemented a Lua interpreter and simulated Roblox data model in Python to simulate Roblox execution.
- Implemented AST building using a recursive visitor pattern and recursive execution on the AST tree.
- Built in safe execution protection to avoid runaway executions.

#### **Internet Voting System**

Final Year Project

Designed and implemented a custom blockchain-based over-the-internet voting system, focusing on transparency and integrity in Python.

 Built from TCP level up, implementing a P2P network with encryption and signatures using Python's cryptography library.

### **Spleef Roblox Game**

Personal Project

- Reimagined the classic Minecraft "Spleef" minigame in Roblox with multiplayer support.
- Implemented securely with server-side sanity checks to prevent exploits.
- Engineered a custom physics system for snowball projectiles and integrated multithreading to boost performance.

## **Additional Info**

- Languages: Python, C++, Haskell, Java, Lua,
- Tools: Git, MySQL, Roblox Studio
- Other: Worked part-time in a fast-food restaurant throughout studies, balancing deadlines with responsibility.