

Czar Ian Curtiz Echavez

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EDUCATION

2015 – Current:

University of Reading - BSc Computer Science

Awaiting overall results for final year (approx. June 18, 2018), however 2:1 or above is very likely.

Full list of grades and university modules in my website listed above.

- First Year grade – **2:2 (59.8%)**
- Created a **noughts and crosses game in C++ with a GUI (using SDL)** as a first year project for a programming module. The program could be both played by 2 human players or one player against the computer. **Achieved 98% on the project.**
- Second Year grade – **2:1 (66.3%)**
- Created an **artificial life simulator** and an **android game, both of which achieved 79% and 78% respectively** (both in Java)
- Final Year project is an **epidemic simulator** system which simulates the spread of a disease around different countries. The system also includes a **scenario creator** which allows users to create more scenarios the simulations can be run on. **Achieved 75% (not yet moderated)**

2012 – 2015:

St. Wilfrid's School, Crawley

A Levels:

- AS: Computing **(C)**, Mathematics **(D)** 2007 – 2012:
- A2: IT **(A)**, Physics **(C)**, Chemistry **(C)**

St. Wilfrid's School, Crawley

GCSE's – 12 GCSE's ranging A - C including:

- Mathematics **(A)**, Triple Science **(A)**, ICT **(Distinction)**, English **(C)**

Central Sussex College, Crawley

- Engineering BTEC Level 2 **(Merit)**

WORK EXPERIENCE

October 2017 – current

Student demonstrator at University of Reading

- Assisting lecturers with marking and helping students achieve the objectives for the Programming module's practical.
- Helping students solve problems with both their programming and any problems encountered with the setup of their computers and the IDE they are using (Visual Studio)

August 2012 – September 2015 and July 2016 – September 2016

Team member at KFC Horsham

- Taking customer orders needs **good customer facing skills** and **attention to detail**
- Working **as part of a team** to ensure efficiency and excellent customer service
- Requires being in **multiple roles within the team** i.e. on the till, making burgers or restocking products

SKILLS

Technical:

- Experienced with **C, C++, Java, and HTML & CSS**
- Some experience with **C#, Python, JavaScript, PHP and SQL**
- A2 IT Project: **Database development**
 - Created a database as a project for A Level IT
 - Was chosen as **one of two students** to do the project **for a representative of Bio-Rad**
 - The **client gave requirements specifications**, containing all the functions needed by the database i.e. selecting which data to store/retrieve, how to get and show the data and password protecting the database so only certain personnel can edit data

Communication:

- During the database development I ensured that there was **constant communication** with the client to notify them about any progress or possible changes to the requirements specification
- Working in KFC required being capable of **comprehending the customer's order**
- Being a team member in KFC needed **good communication between team members** to be able to work efficiently

Teamwork:

- Can work as a part of a small or a large team and can **easily integrate** myself into a group
- Developed good **team work skills** in my role at KFC
- Good team player in various university projects, such as Software Engineering which **achieved over 70%**

Other skills:

- **Bilingual**; can speak both **English and Tagalog**

HOBBIES AND INTERESTS

University Societies:

Aikido

Member of the Aikido Society of the University of Reading during September 2016 – June 2017

Archery

Was a member of the Archery Society of the University of Reading during September 2015 – June 2016. Averaging at 320-350 in a Portsmouth round.

Extracurricular activities:

Cyber Security Challenge UK

During July 2017, I took part in CSC UK's capture the flag event in which my team finished in 2nd place.

Game modification

In my spare time, I look at some game files and make modifications to observe how the changes affect the game behaviour. I usually do this to see how the game progression changes or how the changes affect the game mechanics.

REFERENCES (available on request)

Simon Sherratt [Tutor]

School of Systems Engineering

University of Reading

Email: r.s.sherratt@reading.ac.uk

Phone: 0118 378 8588

Jamie Chandler [A Level IT Teacher]

St. Wilfrid's School, Crawley

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