

## Czar Ian Curtiz Echavez

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### EDUCATION

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2015 – 2018:

University of Reading – BSc Computer Science (2:1)

Key modules involved (full module list on website):

Programming	Systems Design	Information Security
Software Engineering	Essential Algorithms	Advanced Computing

Final Year project (dissertation) is the development of 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 70%** (available at: [https://github.com/Czar-Ec/ZEUS/tree/master/ZEUS\\_VS](https://github.com/Czar-Ec/ZEUS/tree/master/ZEUS_VS) )

2012 – 2015:

St. Wilfrid's School, Crawley - A Levels:

- AS: Computing (C), Mathematics (D)
- A2: IT (A), Physics (C), Chemistry (C)

St. Wilfrid's School, Crawley - 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

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Student demonstrator at University of Reading (October 2017 – April 2018)

The role involved assisting lecturers with marking and **helping students achieve the objectives** for the **Programming module's** practical. The role also required helping students **solve problems** with both their programming and the setup of their computers and the IDE they are using (Visual Studio). After results day, news from both students and lecturers said that most of the class **achieved 60% (2:1) or above for 1<sup>st</sup> Year for the module**

Team member at KFC Horsham (August 2012 – September 2015 and July 2016 – September 2016)

The role involved taking customer orders needs **good customer facing skills** and **attention to detail**, as well as working **as part of a team** to ensure efficiency and excellent customer service. Being in **multiple roles within the team** was advantageous to ensure that everyone can take over if someone is at break. Was also awarded for serving the mystery shopper and completing the order **within 2 seconds**.

## SKILLS

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### Technical:

- Experienced with **C, C++, Java, and HTML & CSS**
- Some experience with C#, Python, JavaScript, PHP and SQL
- A2 IT Project: **Database development**
  - Created an implemented a (MS Access based) 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:

- Ensured that there was **constant communication** with the client to notify them about any needed/suggested changes to the requirements specification during database development
- 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 or other people into a group
- Developed excellent **team work skills** in my role at KFC
- Major team player in various university projects, such as Software Engineering which **achieved over 70%** and Virtual Reality which **achieved 85%**

### Other skills:

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

## HOBBIES AND INTERESTS

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### 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 2<sup>nd</sup> place**.

#### Game modification

In my spare time, I look at some game files and make modifications (usually text editing, sometimes tool assisted i.e. cheat engine) 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

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Simon Sherratt [Tutor]  
School of Systems Engineering  
University of Reading  
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