Dylan Coxshall

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BSc Computer Science at the University of Birmingham, with a year in industry as a software engineering placement student at GE Aerospace, Cheltenham.

Top Skills

- Software engineering in C. Also fluent in C++, Python, Java and Rust.
- Experience in Windows and Linux development environments. Experience with the cloud using Hetzner's cloud hosting service.
- General software development tools – Git and GitHub, Docker, and CI/CD using GitLab.
- Embedded software tools and requirements engineering – TRACE32, IBM's Rational DOORS (previously Dimensions), IBM's Engineering Workflow Management.

Experience

GE Aerospace, Cheltenham, Gloucestershire, UK (On site)
Software Engineering Placement Student June 2024 – July 2025

At GE Aerospace, I worked on the secondary power distribution system for one of GE's flagship products. Responsibilities included writing, testing and reviewing safety-critical embedded C code, writing and reviewing software requirements, ensuring code quality, and organising STEM outreach events in the community. I also volunteered as part of the Placement Committee, a collective of current placement students – I organised educational calls for our students with business executives and HR leaders across the world. Through GE, I'm studying for EngTech – the IET's entry-level qualification into engineering in the UK – which I am on track to complete by the time I finish my placement.

Data Annotation (Remote)
Data Annotator January 2023 – November 2023

Wrote specialized input for machine learning models to train from. This included writing code in Python, C and C++ to solve intermediate software engineering problems (including writing automated tests), as well as performing elementary data analysis using Python and Excel.

Personal Projects

Dylstatus – A simple status-bar generator for the i3 Window Manager
Dylstatus is a replacement for i3status, and is designed to provide system information to the user on the desktop. Writing dylstatus was my first exposure to interacting with an external API (i3bar Input Protocol) and provided invaluable experience in software engineering.

chesslib – A fast chess move generation library and engine, written in C.
chesslib is a C library to generate legal chess moves quickly. It will eventually be a full-fledged chess engine, but is currently in the early stages of development.

Education

BSc Computer Science, Graduating in 2027, University of Birmingham, UK (Predicted First Class)