

# Dylan Coxshall

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

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## *Top Skills*

- Software engineering in C. Also fluent in C++, Python, Java, Rust and JavaScript (including React.js and Node).
  - Experience in Windows and Linux development environments. Experience with the cloud using Hetzner's cloud hosting.
  - Embedded software tools and requirements engineering – TRACE32, IBM's Rational DOORS (previously Dimensions), IBM's Engineering Workflow Management.
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## *Work Experience*

**General Electric (GE Aerospace), Cheltenham, Gloucestershire, UK (On site)**

**Software Engineering Intern**

June 2024 – June 2025

At GE, I worked on the secondary power distribution system for one of GE's flagship products. Responsibilities included writing, testing and reviewing embedded C code, writing and reviewing software requirements, ensuring code quality, and organising STEM outreach events in the community. Through GE, I'm studying for EngTech – the IET's entry-level qualification into engineering in the UK. Also through GE, I am applying to (and expecting an offer for) the prestigious Edison Engineering Development Program, where I will have the opportunity to further hone my engineering skills.

**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.

**Dyledit - A lightweight, no-dependencies, terminal-based text editor written in pure Python.**

Dyledit is a simple terminal-based text editor, in a similar vein to Vim and Emacs. Developing it gave me a brilliant insight to how development in Python works, and the editor works so cleanly that it now makes up my suite of regularly-used tools, due to how easy it is to use. I have plans to rewrite it in Rust.

## *Education*

BSc Computer Science, Graduating in 2027, University of Birmingham, UK (On track for First Class)

A Levels: Pate's Grammar School, Cheltenham, UK (A\*AAA: Mathematics, Physics, Computer Science,  
EPQ: "How Do Corporations Track Your Data?")