

Daniel Stewart

07415572252 | danielstewarts2004@gmail.com | danielfstewart.com | github.com/DanStew

Personal Profile :

I'm a motivated, hardworking second year Computer Science student with hopes of progressing my career in Software Engineering. Through my studies and personal projects, I have developed strong coding skills, mainly using React, Firebase and Python, while also developing my problem solving and resilience skills. I am now looking for a placement opportunity to gain hands-on experience in the workplace, communicate and work with others on projects and further enhance my skills.

Education :

University of Leicester

September 2023 – Current

Computer Science BSc

CO1103 Mathematics Fundamentals
(92.35%)

CO1107 Algorithms, Data Structures
and Advanced Programming (87.50%)

The Sixth Form College Farnborough

September 2021 – August 2023

Computer Science **A***

Economics **A**

Maths **A**

Other Qualifications :

University of Leicester Year 1
Departmental Award (Runner-up)

2x Weydon School BTEC IT Award

Skills :

HTML	JavaScript	CSS
React	Firebase	Python
Java	PySide	Qt

Soft Skills :

Problem Solving

Teamwork

Organisation

Planning

Communication

Analytically minded

Relevant Experience :

QA Tester, Two Point Studios

July 2022 – July 2022

- Identifying any errors in the game and relaying them back to a team
- Gained experience working as part of a team to help complete tasks
- Developed my teamwork and communication skills to relay my findings to the team

Projects :

GoalTracker – goaltrackerapp.com

- Web application built using React and Firebase
- Allows users to make, track and complete goals
- Uses Firestore Database to store and retrieve information when needed
- Includes account creation and verification, to access system across multiple devices

FM Player Analysis - fm-player-analysis.firebaseio.com

- Python CLI and GUI, developed with PySide and Qt, hosted online with React and Firebase
- Generate player scores for football players, depending on their attributes
- Accepts input and processes information before outputting results in the form of a table
- Allows user to change attribute multipliers

Rubix Cube Solver

- Website implemented using HTML and JavaScript
- Enables user to input and control a Rubix Cube
- Currently in development, with aims of recognising a completed cube and implementing path finding algorithms to help user solve cube