

# Daniel Foale

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## Technical Skills

*Programming:* Java, C#, Python, Haskell, XAML, HTML, CSS

*Databases:* SQL, MySQL      *Miscellaneous:* Git, GitHub, Docker, Windows, Linux

## Education

**BSc (Hons) Computer Science, University of Warwick**, Coventry, UK      Sept 2023 – June 2026

- Relevant modules: Programming for Computer Scientists, Design of Information Structures, Functional Programming

**Redland Green School**, Bristol, UK      Sept 2016 – June 2023

- A Levels: Computer Science (A\*), Mathematics (A\*), Further Mathematics (A)
- 10 GCSE's grade 9-7 including Mathematics (9) and English Language (8)

## Projects

### Logo Turtle Graphics Parser and Displayer (*Haskell*)

- Developed a parser for the Logo programming language using the Text.Megaparsec library and then Gloss to display the result

### Maze Solver (*Java*)

- Developed a maze-solving algorithm that explores a maze and then uses this information to generate an efficient route

### LED Panel Pong (*C*)

- Worked in a pair to develop the 2-player game Pong
- Used a STM32 microcontroller to operate the I/O devices of the LED panel and joysticks

### Film data application (*Java*)

- Built data structures such as hash maps and linked lists to implement the data processing for an application for displaying film data

### Cycling route planning mobile application (*C#, XAML, PHP and SQL*)

- Designed and developed a full stack mobile to generate custom routes for cycling from point A to B according to user preferences.
- Involved user authentication, pathfinding algorithms and interacting with existing and self-created web APIs.

## Interests

Active member of the university Computing Society participating in talks and technical events.

Part of the Canoe and Climbing sports clubs.