$ DANIEL JENKYN

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PERSONAL STATEMENT

I'm a final year student studying BSC Computer Science with Business at the University of Bath looking for a graduate placement or full time job. I'am a creative individual who likes to solve problems by thinking outside the box and one day wishes to break in to the software development world.

EDUCATION

BSc(Hons) Computer Science with Business at The University of Bath (2014–2018) – Overall grade, Upper second-class (2:1) with an overall average of 68.

Summary of modules – Discrete Mathematics for Computations, Software Engineering, Analytical Mathematics, Advanced Programming Principles using both C, Lisp and Prolog, Computer System Architecture, Managing Human Resources, Networking, Intelligent Control and Cognitive Systems.

BTEC Extended Diploma in Software Design and Development at City and Islington College (2012–2014) – Overall grade, Triple Distinction Star (D*D*D* / 420 UCAS Points)

GCSE at BETHS Grammar School (2006–2012) – Overall grade, 12 A* – B including maths, english and science.

WORK EXPERIENCE (14 Months)

OWLR Startup:

OWLR is an early stage tech startup, based in London. OWLR itself is a platform that allows users to discover, control and interact with their IP cameras. The reason behind OWLR's existence, is to create a secure, user friendly environment for users to connect to any brand of IP camera. My time at OWLR was spent working on many different tasks, across different roles.

iOS Developer – My main role was creating new features for the iOS version of OWLR creating bugs, as well as fixing bugs. One feature implemented by myself was randomising HTTP and RTSP ports for cameras to increase security and to avoid port clashes.

Quality Assurance – Creating test scripts and carrying out tests using the OWLR apps. As well as maintaining the array of IP cameras in the office.

Hacking/CGI Scripting – Often when supporting new cameras with poor documentation, packet sniffers and range of exploits could be used to gain access to the cameras.

Technical Customer Support – Working to fix customers problems, and document any issues so that either myself, or other members of the team could fix the problem in production.

I was lucky enough to visit Silicon Valley and help OWLR raise money at 500 startups. 500 Startups is an early– stage venture fund and seed accelerator.

University of Bath – Computer Science Ambassador:

As a Computer Science Ambassador, my job involves hosting the Computer Science stand and running demo sessions on open days. It also includes working closely alongside lecturers, which I personally enjoy a great deal; answering any questions that parents or prospective students have, as well as showing examples of my coursework and small demos. Because of this, I believe both my confidence and ability to communicate has grown significantly.

PROJECTS

In my own time I've been inspired to work on a number of projects both in and out of university. I love making software, I've been exposed to different languages, tools, hardware and methodologies as part of my degree and previous work experience.

Where's Wally, Visual Attention Research – My final year research project looked into the possibility of manipulating eye gaze and visual experience using visual salience in the context of a Where's Wally game. Using the Unity Engine.

Live Production Code – During my year long experience at London startup OWLR, I completed work on a number pieces of software including a way to randomise HTTP and RTSP ports for IP cameras as well as general UI improvements and bug fixing.

Dungeon of Doom – A 2D online multiplayer game written in exclusively Java as part of a University module. Includes an AI controlled NPC to play against, as well as custom maps.

Various AI Projects – As part of my AI module, I created a team of AI agents that competed against other agents in a capture the flag style game. A small simulation over knowledge sharing within a population and a Lego Mindstorm NXT wall following robot.

Arduino Pong – A recreation of the classic game using two Arduinos and C.

Other small projects – Small games made using variety of platforms including Unity and GML, various video and photo editing as part of group coursework and contributing to projects on Github.

LANGUAGES AND ENVIRONEMNTS

Each project while seemingly small scale has been created by myself using a number of different environments and languages including:

Java, C/C++, C#, GML scripting language, Prolog, Swift and Lisp.

Unity	Various IDE's
Yoyo GameMaker 1/2	Various Text editors
Adobe Photoshop	Adobe Premiere

ACTIVITIES AND INTERESTS

I've had the honour of visiting the Google campus in California while working with OWLR at 500 startups. I also had the opportunity to work with variety of different companies in some very interesting co-working spaces across London and Silicon Valley.

I'am passionate about startups and have worked with Techcity Stars to help get young children apprenticeships within the world of tech and startups. I really do love the world of Computer Science and have attended Seminars such as GaME at Imperial College London, visited Bletchley Park and Computer History Museum in California.

When I find time to break away from academic commitments, I'm normally playing games, drinking coffee or both. I'am an active individual who goes to the gym regularly and is a member of TeamChalk, an Olympic weightlifting Society at the University of Bath.

OTHER QUALIFICATIONS

* Duke of Edinburgh Silver Award
* European Computer Driving Licence (ECDL)
* BTEC Level 2 qualifications in Deloitte Employability Initiative (QCF)
* Full UK Drivers Licence
* Associate Member of the British Computer Society

REFERENCES

VP of Engineering at OWLR, Drew Preston:
Email: drew@owlr.com

University Tutor, John Power:
Email: A.J.Power@bath.ac.uk