

# Daniel Moseley

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[LinkedIn](#) & [Github](#) & [Website](#)

OBJECTIVE	Throughout my time at University I have found a passion for solving problems whether it be in the form of projects or simplifying my workflow. I am now actively looking to further develop my knowledge and abilities whilst contributing to a greater vision with a team of skilled developers.	
EDUCATION	<i>BSc (Hons) Computer Science</i>	<i>September 2018 - Present</i>
	University of Greenwich	
	Year 3 (Current): Expected First Class	
	<i>A - Level Qualifications</i>	<i>September 2014 - July 2016</i>
	Woolwich Polytechnic Sixth Form	
	A2 - Level: Geography, Biology, Photography	
	<i>GCSE Qualifications</i>	<i>September 2009 - July 2014</i>
	Woolwich Polytechnic School For Boys	
	11 GCSE's (A*-C) w/ Double Award Maths (AB) & Triple Award Science (AAC)	
SKILLS	<b>Programming/Scripting Languages:</b> Java, HTML, CSS, JavaScript, R, Python. <b>Web Technologies :</b> Bootstrap, jQuery, SQL, MongoDB, React <b>Operating Systems:</b> MacOS, Windows 10, GNU/Linux (Debian / Ubuntu) <b>General:</b> Data Structures, Object Oriented Programming, Algorithms, Design Patterns, Version Control w/ Git, Restful APIs	
EXPERIENCE	<i>Customer Assistant</i>	<i>October 2016 - August 2017</i>
	Tesco, Welling - Gained valuable experience in working as part of a team in a high pressure environment whilst considering what degree to study at university.	
PROJECTS	<b>Root Finder</b>	<i>November 2019</i>
	A desktop application using Java that allows the user to find the root of a specific function using four different root finding algorithms. The root of the function is stored in either stacks or linked lists, with a graph of the function being displayed.	
	• <b>Technologies/Tools:</b> Java, Java-Swing, Data Structures, Graphing APIs	
	<b>Network Distributed Communication</b>	<i>February 2020</i>
	A multi-threaded network based application that allows users to send and receive messages from different machines through the use of networking sockets. Employed many Object Oriented techniques such as abstraction, inheritance whilst adhering to some design patterns.	
	• <b>Technologies/Tools:</b> Java, Sockets, Unit Testing, Git	
	<b>WorkWithMe</b>	<i>April 2021</i>
	The project for my third year project, a full stack web application for video calling.	
INTERESTS	• UI Design and aesthetics in general. • Stocks and cryptocurrency. • Custom mechanical keyboards and computers.	