Dario Russo

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Education

Queen Mary University of London September 2019 – June 2020

BSc (Hons) Computer Science with Industrial Experience

1st year Modules and Grades: Procedural Programming **81.0%,** Computer System and Networks **94.4%,** Logic and Discrete Structures **98.7%,** Object-Oriented Programming **91.4%,** Fundamentals of Web Technology **100%,** Information System Analysis **90.8%,** Automata and Formal Languages **93.5%,** Professional and Research Practice **75.0%.**

Glenthorne High School September 2018 – June 2019

Achieved A Levels: A – Mathematics, C- Further Mathematics, B – Computer Science, B – Physics.

GCSE's: 4 - English Language

Kenton High School September 2016 – June 2018

GCSE's: 7 A* - B including (8 – Mathematics), 4 – English Literatures

BTEC: m2 – Business Studies, *2 – Engineering

Work Experience

Queen Mary University of London – Teaching Assistant September 2020 – Present

- Demonstrating techniques and assisting first year students during laboratory sessions for Computer Systems and Networks, Procedural Programming, and fundamentals of web technology modules.
- Marking students' lab work and responsible for passing or failing their work accordingly.
- Marked up to 400 student's coursework coding in MIPS worth 15% of the module mark. Tasked with interpreting the marking scheme and keep that interpretation consistent throughout the marking as well as giving brief description of issues found with the student's work. After I completed marking, I was tasked with constructing a better marking scheme for this assignment by the module organizer.
- Instructed students on what the laboratory session is about and how they should approach it, while providing support to any queries they have.
- Resolving both marking and help requests fast and accurately.
- The Covid-19 situation made the organization of sessions and synchronization with my co-workers challenging. To resolve this, I provided feedback and ideas to improve the sessions during our weekly meeting. We are currently testing one of my suggested improvements in one of the labs to see if the quality of the session improves.

Projects

Graphical User Interfaces – *Coursework* January 2021 – April 2021

- Allocated to a group of 4 students to create a mobile weather application.
- Achieved 96% of the coursework grade by self-learning React.js and how to use API.
- We ran a socio-technical analysis to elicit requirements; we followed requirements to design and create a working prototype; finally, we evaluated the prototype using heuristic evaluation.
- We had a boilerplate provided by the module leader that should have helped us. However, after the design phase, we realised that the boilerplate was not favouring our design. Therefore, we created the application starting from zero.

Software Engineering (Coursework based module) – *Coursework* January 2021 – April 2021

- Allocated to a group of 5 students to create a timesheet application for FDM company.
- After a requirement and design phase we decided to produce a mobile application using Java, SQLite as main technologies.
- Produced a prototype that made us achieve a first overall in the module.
- During the development phase, we encountered issues due to two of our team members feeling inadequate to the task given to them. To resolve this, I took the lead and allocated them to the testing unit of our team; even if testing was not part of the coursework, I believed that it would have been beneficial for both the application and the group morale. My solution resulted in success as our application got debugged very easily.

3D Graphics Engine (Graphics Epi) – *Cube* May 2020 (1-week)

- self-learned the mathematics and steps needed for a graphic engine to work.
- After 1-week period I succeeded at Constructing an asynchronous rotation of axis x and y over a wireframe cube placed at the origin and translated to the centre of the screen in Java.
- To learn how to implement the above I watched YouTube's tutorials explained in C++, this resulted in an even more challenging and fun experience as I had no prior experience in C++ and had to rely only on the theory explained by the tutorial.
- This project gave me more insight on how Graphical engines like OpenGL, DirectX or Vulkan are implemented.

Fundamentals of Web Technology – *Coursework* January 2020 – April 2020

- Created and deployed a portfolio website about me. Achieved 100% overall in the module by deploying it on university servers with the use of GitHub, and OpenShift and by showing my abilities on HTML, CSS, JavaScript, PHP, and SQL.

Professional and Research Practice – *Coursework* October 2019 – November 2019

- Delivered a group presentation about the usage of smartwatches to monitor the health of elderly patients living alone.
- Achieved a score of 28/35 by researching and collaborating with my teammates.

Computer Science A-level OCR – *Programming Project* September 2017 – March 2019

- Researching for problems effecting young-age students in mathematics led me to discover that most students fail in maths as they found it "boring". I researched various solutions for this problem and one of the best was programming a Videogame whose battles between characters involved mathematical questions.
- Ran a survey to see what type of videogame young students' favour. Resulted in an RPG 2D Game category.
- Learned how to implement a 2D Tile-Based Videogame engine in python by using a library called pygame.
- Presented a 400-page PDF document explaining my thought process over the problem, my solution, my pre-planning and how my code worked to the examination board to achieve 96% of the total marks.

Extra-Curricular Activities

Bright Network Internship UK – *Technology internship* 30 June 2020 – 2 June 2020

- Organized the project management for a dummy company; my project organization scored 17/30 by analysing a problem, identifying the steps needed for the solution and delegating the working hours of each step across two teams by using an Agile methodology.

Queen Mary University of London – *Free Tutoring* September 2019 – June 2020

- My confidence with some of the first-year modules led me to run free tutoring sessions for any students that needed help with the content.
- I received positive feedback from my fellow students and helped all those that I mentored achieve their expected grades or in some cases exceeded their expectations.

Kenton High School – *Teaching Assistant* January 2017

- Mentoring the integration into UK's school environment of an Italian student.
- Prioritized the student integration into the various classes which resulted in the student becoming self-dependent after 1 week.
- Fluently translated live lessons and written work from English to Italian and vice versa.
- Provided a friendly environment to the student while maintaining a professional and respectful attitude towards the teaching staff.

Technical Skills and Interests

Languages – Italian (Native)
Technical Languages – Python (Moderate), Java (Moderate), HTML (Moderate), CSS (Moderate), JavaScript (Basic), React (Moderate), PHP (Moderate), MIPS (Basic)
Qualifications – Keysight Technologies Oscilloscope Fundamentals Program, ECDL
Interests – Programming, Piano, chess, cardistry and videogames. I always spend good quality times in these hobbies.