


# DYLAN CADDICK

Computer Science

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 [dylancaddick](#)

## SUMMARY

I have a drive for education and a passion towards Computer Science. This can be seen from the projects I have completed and the awards I have received from them. I have a keen interest in Machine Learning and AI with biology. I also love playing football, tennis and running.

## PROGRAMMING SKILLS

**Languages:** Python, Java, JavaScript, HTML, CSS, C, C++, C#, SQL, Verilog, ARM Assembly

**Technologies:** Git, MySQL, Visual Studio Code, Unity

## EDUCATION

09/2023 - 06/2027	<b>University of Manchester</b> Computer Science BSc Year 1: 79% (First Class) Mathematics (76%), Operating Systems (78%), Algorithms and Data Structures, Distributed Systems Introduction to AI, Machine Learning, Software Engineering, Visual Computing, Database Systems	<b>Undergraduate Degree</b>
09/2021 - 06/2023	<b>Brighton, Hove and Sussex Sixth Form College</b> Computer Science: A*, Maths: A*, Biology: A*, AS Further Maths: A	<b>College</b>

## PROJECTS

C#	<b>Evolution Simulation - A level coursework mark 70/70</b> Developed in Unity with C# for A-level coursework, achieving full marks. Involved procedural generation of a random 3D map with water and terrain. It involved the life cycle of Rabbits with basic attributes - eating, drinking and reproduction - which evolved over time. This is a basic form of AI, representing 'Survival of the Fittest', showing a real life example of a genetic algorithm.
R	<b>University College London (UCL) Short Course in Data Science with R</b> A national short course focused in R, in which I won the competition at the end. It involved creating, testing and using models. They were tested using practice data and finally evaluated on the test data. Presenting the results in a graphical format for the user.
JavaScript, PHP HTML, CSS MySQL	<b>Fitness Application</b> This application was created by a group of seven students, including myself during first year of University receiving a mark of 90%. It helped users plan and achieve weekly fitness goals, providing them with stats of workouts. It used MySQL database system to store information with a future aim of adding a Strava API.
Python	<b>Tkinter Zombie Game</b> Development in Python using Tkinter package to help provide GUI features. A survival game which the user must survive as many waves as possible, increasing in difficulty each wave. It includes a leaderboard, save and load game feature - along with a hidden boss and cheat key.

## EXPERIENCE

09/2020 - present	<b>Tennis Coach (Qualified)</b> • Provided high quality, award winning and friendly tennis coaching • This included lesson planning, practical group and individual training sessions • Front of house work, including bar and cafe work	<b>Encore Tennis - Queens Park Tennis Club Brighton</b>
08/2023 - 09/2024	<b>Bartender</b> • Provided friendly and quick customer service, in a pressured environment, dealing with multiple orders, using electronic tills, serving drinks and dealing with public enquiries. Including festival environments	<b>MINT and HRH</b>

## AWARDS & LEADERSHIP

- Average of 3.8 grades higher per subject than predicted grades (GCSEs) – making the local newspaper, The Argus
- Best Science Student at Dorothy Stringer High School out of 350 students
- Carbon Literacy Qualification short course at College learning about methods in which we can prevent/reduce climate change and protect our environment
- Brighton Half Marathon, raising over £900 for Parkinson's UK
- Player of the Year at Withdean Youth FC (2016-17, 2022-2023)