EDWARD CELELLA

Email: edwardcelella@gmail.com
Mobile: 07450598971
Website: www.edwardcelella.co.uk

Profile

Motivated, driven, and always prepared for new challenges. As a current computer science student, I expand my knowledge daily about the latest programming languages and computing theories. I hope to bring this knowledge, as well as my drive to learn more to your company, in order to continue to push myself, and add value to your organisation.

Technical Skills

C	C++
PY	JAVA
HTML	CSS
JS	PHP
VB	SQL
UNIX	HASKELL
GIT	BOOST

Education

Computer Science BSC
Nottingham Trent University

2nd Year Modules (1st Class)
Software Engineering (1st)
Systems Software (2.1 High)
Applied Mathematics and Graphics (1st)
Info and Databases (2.1 High)
Practical Project Management (1st)
Software Design and Implementation 2 (1st)

1st Year Modules (1st Class)
Computing Fundamentals (1st)
Programming (1st)
Computing Technology and Mathematics (1st)
Software Design and Implementation (2.2)

A-Levels
Bishop Walsh Catholic School

A2 Mathematics (B)
A2 Computer Science (C)
A2 Physics (D)
AS Biology (C)
Extended Project (A*)

GCSEs
Bishop Walsh Catholic School

14 GCSE level qualifications A*-D
Including: Math's; Statistics; English Language;
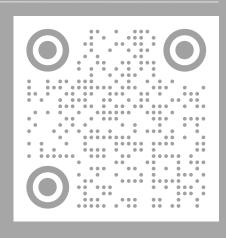English Literature; Physics; Chemistry; and Biology.

Portfolio

The development of projects is central to my degree. Due to this I have developed many products which showcase my skills, both during my time at university and in my own personal time. These projects can be viewed on my website, which can be accessed by scanning the QR code, or by visiting: https://www.edwardcelella.co.uk

Projects:
- Website
- Chess
- Point Cloud Compression
- Physics Engine
- Music App

Experience

NOTTINGHAM TRENT UNIVERSITY
June 2018 – Present
Currently I am working as a research assistant for the engineering department at Nottingham Trent University. I am in the process of developing a paper evaluating point cloud compression. Most of my work is independent allowing the development of my project and time management skills.

THE DRAWING ROOM INTERIORS
June 2016 – September 2017
While at the Drawing Room Interiors I was tasked with developing and maintaining the company website. As well as this I also helped with the administration and project management side of the business. This enhanced my leadership and time management skills.

Scorchsoft
June 2015 – June 2015
During my internship at Scorchsoft I was mainly educated in how to build websites using HTML; CSS; JavaScript; and PHP. Using these skills, I developed a web application for a company based on a provided brief. Having to work as a collective team helped me to develop my communication and technical skills.

ONE STOP
October 2015 – May 2016
Being my first job, I was initially not given much responsibility. However, during my time here I quickly became a shift manager, meaning I was responsible with running the store during shifts. Working in retail helped to develop my teamwork and customer relation skills.

Skills

LEADERSHIP
Having been a shift manager at One Stop I understand the responsibilities of a managing role, and how to organise a group to achieve a goal.

COMMUNICATION
Attending and participating in events such as Hack 24 and App Jam meant having to work with groups of people I had never previously worked with before. These conditions required clear communication thus improving my skill.

CRITICAL THINKING
Currently undertaking a degree in computer science has meant my problem-solving and critical thinking skills have been exercised considerably. Being set tasks which require me to use this skill daily.

ADAPTABILITY
Having been a tutor to younger students I faced different problems every session. Whether it was bad behaviour or having to think of different ways to teach a topic. This constant dynamic environment required me to adapt quickly.

Attended Events

HACK 24
Last year I attended Hack 24. This was an event that paired me up with employers and gave us 24 hours to build a product which fit the specifications gave by a company. During this time, we developed a website which worked liked GIT but was aimed at natural scientists for tracking scientific papers. This was developed using a combination of mainly HTML, CSS, JavaScript, SQL and Flask (Python).

APP JAM
This hackathon spanned 3 days and required us to build a game which fit under the category of brain training. We created a procedurally generated maze using unity and C#, which the user had to navigate by memory. This game won the event which was hosted by Nottingham Trent University and had participants from other universities.

Volunteering

MATHEMATICS AND ENGLISH TUTOR
Whilst undertaking my A-levels I spent 2 hours each week giving extra help to GCSE pupils who were struggling in Mathematics and English. I also helped tutor lower ability groups in year 8, in order to give them the necessary push required to achieve the high grades which they could attain with work.

PREFECT
Again, during my A-levels I was selected to become a prefect. This involved helping to organize school events for charity as well as help out at these events. The types of events ranged from charity fundraisers to helping walk primary school kids to and from church.