

# Fraser W Levack

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## About

I am a fourth year Glasgow University undergraduate student. I am a motivated problem-solver with a keen eye for detail and have recently been doing research into applications for probabilistic model checking.

## Education

**University of Glasgow** SEPT 2022 – MAY 2026  
*Bachelor of Science with honors in Computer Science*

- On track for **First-Class** award.
- **Dissertation:** Researching/developing learning tools for **probabilistic model checking**.
- **Coursework:** Professional Software Development, Cyber Security, Algorithmics, Machine Learning, Functional Programming, Database Systems, Low Level Systems.

## Professional Experience

**Software Engineer Intern** MAY 2025 – AUG 2025  
*NCR Atleos*

- Developed scripting for **team integration**. Sped up development start time from **days to minutes**.
- Implemented the conversion of XFS Help to move the platform development to a **Documentation As Code** pipeline. Used throughout the company as well as being used by clients.
- Presented on the global “All Hands” to the entire company of **20,000 employees**.

**Freelance Web Developer** AUG 2024 – MAY 2025  
*Dundee University, Duncan of Jordanstone College of Art & Design*

- **Lead full-stack developer** of the Design for Displacement Architecture Course website.
- Using **React** and **TypeScript** as well as other modern tools for a stylistic design. Connecting with **Firebase** for authentication and real-time data storage.
- Implementing a **functional CMS** to allow students to dynamically change the content on the page.

**Software Developer & Team Chair** SEPT 2024 – MAR 2025  
*Off Axis Gigs*

- Led a team tasked with designing a functional ticketing and marketing system for musical gigs.
- Linking up multiple **public APIs**. Such as **Spotify** for getting artist information and **Stripe** for payments.
- Coordinating **team-client meetings**, as well as organizing milestones/deadlines and assigning tasks and issues to members.

**Other Part-Time Work:** Mobile App Developer, Pharmacy Assistant, Pool Lifeguard.

## Technologies

**Languages:** Typescript, Python, Java, C & C++, Haskell, PRISM, HTML & CSS,

**Technologies:** React, Django, Vite, Node.js, Firebase, PostgreSQL, Deno, Three.js, SDL & OpenGL

**Tools:** GitHub & GitLab, VS Code, Jira, JetBrains IDEs, WSL Unix / Ubuntu, GH Pages, Vercel, Figma

## Soft Skills

**Communication :** Presented to 20,000 at NCR Atleos’ “All Hands”, making complex topics accessible.

**Leadership :** Led multiple teams (Off Axis Gigs, Game Jams) and undertook key management roles, including MATE ROV Competition and Vice School Captain at Grove Academy.

**Problem Solving :** Built many different complex personal projects. Each with their own challenges.

**Adaptability :** With experience from low-level systems to machine learning, I adapt quickly to any team

**Attention to Detail :** Developed expertise in design through modern front-end web projects and training at V&A Dundee Museum.

## Projects

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### Django Jam

[DjangoJam](#) 

- An online web-app with an **interactive piano**. Used to record and share tunes with others.
- Gained a deeper understanding of web based applications and how to **design efficient systems**.
- Built with: **Python, Django, JavaScript**

### CPaint

[CPaint](#) 

- A compact **painting tool** which has multiple colours, an undo feature and other functions.
- Learned to effectively make **low level** programs and **manage memory correctly**.
- Built with: **C, OpenGL**

### Sled-Eval Library

[SledEval](#) 

- A comprehensive **evaluation library** for easily calculating solutions when given a string of numerical or operation characters.
- Refined my understanding of **managing tokens** and **compiler design**.
- Built with: **C**

## Competitions & Hackathons

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### Do You Have The GUTS 2025

- Competed in the Morgan Stanley **simulation strategy** challenge.
- Designed and produced a rabbit colony simulation to **imitate real world environments**.
- Using the simulator, calculated the most **optimal** colony strategy.
- Built with: **TypeScript, Vite**

### Duck Sauce Games Jam 2025

- Won the award for best “Dev Diary”.
- Created a **dynamic multiplayer** online card game within 48hrs.
- Game had **authentication, real time game-play** and **profile personalisation**.
- Built with: **TypeScript, Firebase, PostgreSQL**

### Code Olympics 2024

- Multiple smaller **coding challenges** over the course of a day.
- Showed proficiency in both **creative** and **technical** challenges.
- Solved problems with industry standard **data structures** and **algorithms**.
- Challenges solved with: **Python**

### MATE ROV Competition 2022

- Built a functional **underwater ROV** with responsive speed control and observation tools.
- Performed role of **COO** and **Head Software Developer** for the team. Awarded Second Place in Scotland.
- ROV contained an **onboard control, working manipulator arm** and **multiple camera systems**.
- Programed in: **C++, Bash**

## Certifications

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**Atlassian:** Agile Project Management Professional Certificate.

**GitHub:** Career Essentials in GitHub Professional Certificate.

## Societies

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**Committee Member of :** Glasgow University Tech Society.

**Member of :** Glasgow University AI Society.  
Glasgow University Book Society.  
V&A Dundee Museum YPC.