George Jopson

Mobile: 07748 230135   Email: georgejopson@gmail.com
Address: 81a Weston Lane, Otley, West Yorkshire, LS21 2DF

A second-year Bachelor of Engineering in Computer Science (with a year in industry) student at the University of York, interested in a career in software development. I am competent in Python, Java, and web development, and source code management tools like Git. I've developed my leadership, teamwork, and communication skills by creating software for commercial projects, being part of small-scale software development teams, and giving a talk for the computer science society.

Education

Computer Science Undergraduate at York (2023 – Present)

- 100% in the Theory 1 Module, 97% in Theory 2
- 98% in Software 1, 91% in Software 2
- 87 % in Human Computer Interaction 1
- Pass in Systems 1 (Full mark unknown due to strikes)

A Levels (Prince Henry's Grammar School - 2022)

- A* in Computer Science, including full marks on the coursework project, where I developed a fully working Checkers program with an in-built minimax AI opponent using Python.
- A* Maths
- B in English Literature
- A* in EPQ (independent research project) on the topic "Should we teach Python at secondary schools instead of another text-based programming language?"

GCSE (Prince Henry's Grammar School – 2020)

- Eleven GCSEs, 10 at grade 9 and one grade 8, including 9's in Maths and English.

Work Experience

Café Job at Yorkshire Air Museum (2023 – Present)

A part-time job where I work in a team under a high-pressure environment, handling money, taking orders and managing busy periods. This has given me strong communication and people skills, not only with customers but also with other members of my team.

Computer Science Teaching Experience (2022)

Assisted in computer science lessons and coding clubs, where I had to independently learn new tools, like Photoshop, to then teach. I also helped transition students from using beginner tools, like Scratch, onto Python. This helped develop my leadership and presentation skills when I had to help a substitute teacher lead a class when the regular teacher was sick.

Technical Skills

I am comfortable with Python, Java, web development technologies (like HTML, CSS, Node.Js, etc), as well as being able to quickly pick up new technologies. You can see examples of this on my GitHub at: https://github.com/GeorgeJopson

The Complete Web Development Boot Camp (2020)

I completed a 100-hour online course that taught me how to use technologies such as HTML, CSS, Bootstrap (a CSS framework), Node.Js, React.Js, and MongoDB. This improved my web development skills as well as teaching me how to independently learn new technologies. I used these skills to create web apps such as a "How well do you know your friends?" quiz, which used URL parameters to store details about how your friend answered questions.

RPG Website

I collaborated with software development professional, Dr Simon Ambler, to develop the front-end of his role-playing game (RPG) "character sheet website". I was tasked with hand crafting front-end components for a responsive, mobile-first site. As Dr Ambler wanted the project to have as few dependencies as possible, I had to adapt to coding all the responsive functionality myself rather than using 3rd party dependencies like Bootstrap. This has given me experience in working in a software development team, and using collaboration tools like git.

Python Statistics Project:

I created a statistics program subsequently used in an in-development commercial game project. It calculated the probabilities of rolling certain results on different sets of dice, allowing the game designer to see how likely these different events were, helping inform their game design.

Hobbies, Interests, Further Information

Computer Science Talk (2023)

I delivered a well-received hour long talk on "The World's First Computer, and the World's Other First Computer, and the World's Other Other First Computer, …" for the Computer Science society at the University of York. I read widely to prepare this talk, giving me a strong knowledge of the history of computer science and an understanding of the conditions for successful projects to thrive. For example, multi-disciplinary collaborations are fundamental to many of these early advancements.

Comedy Society (2023 – Ongoing)

I am the co-ordinary committee member for Comedy Society at the University of York and a member of the improvised comedy troupe the Shambles. With the Shambles I performed nightly in a 4.5 star run at the Edinburgh Fringe for two and a half weeks. This taught me teamwork to a high level in stressful environments, as we had to work collaboratively to build scenes together.

Business, Innovation & Entrepreneurship Module (2023)

I took an optional module on businesses development, focusing on early stages of project ideation. I worked in a team to pitch an ethical social media company in a "Dragon's Den" type scenario. Our idea received a commended award and progressed to a second round of university wide pitching.

Gamification MOOC (2021)

I completed an online course on the technique of gamification which applies game design techniques to real world situations to improve motivation.

Awards:

- Awarded the Peter Fox Memorial Shield for Service to the Sixth Form trophy.
- Awarded the Dacre Son & Hartley Prize for Outstanding Achievement in A Level ICT.

References available upon request