

Gursimran Khalsa

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EDUCATION

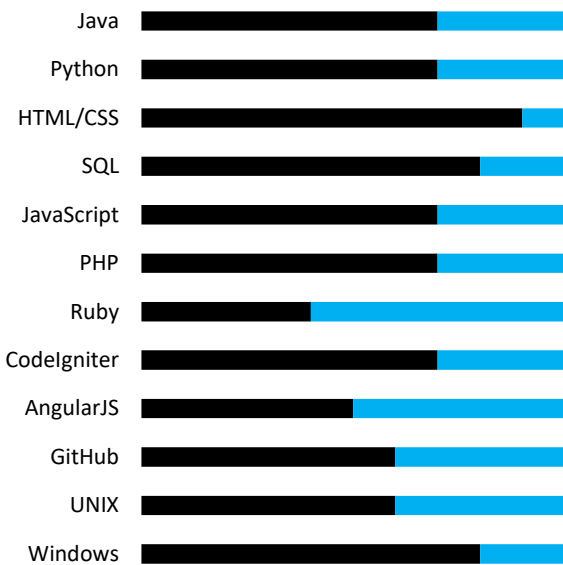
- Sep 2016 – Present **University of Kent, Canterbury**
BSc Computer Science with a Year in Industry (1st Year: 84%)
Modules include: Introduction to OOP (87%), Further OOP (92%),
Foundations of Computing I (95%), Foundation of Computing II (87%),
Computer Systems (79%), Databases and the Web (93%), People and
Computing (73%), HCI (64%)
- Sep 2009 – June 2016 **Northfleet Technology College**
A Levels: Mathematics(B), Computing(B), BTEC Level 3 Subsidiary Diploma
Creative Media Production [Equivalent to 1 A Level](Distinction*)
- GCSEs: 12 subjects (A*-C) including Maths and English
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EMPLOYMENT/WORK EXPERIENCE

- Oct 2017 - Present **University of Kent, Canterbury – Peer Tutor**
- I am peer tutoring in classes for the module, Introduction to OOP(Java) where I assess weekly exercises and help the students by explaining aspects they may not understand of OOP or the Java programming language itself.
 - I have supervised 2 sessions where first year students learn how to use UNIX commands.
 - This has helped improve my communication skills such as only using terms the students understand or being concise and not rambling.
- March 2012 **Laptop World – Store Assistant**
(1-week school work experience programme)
- Learning ways to repair laptops internally and externally.
 - Stripping laptops for parts that would be useful for other repairs.
 - Updating laptops including security, hardware and software.
 - Serving customers and assisting co-workers when requested.

SKILLS

Technical



Personal

Teamwork – I ensure I can provide an equal and significant contribution to group projects.

Leadership – As much as I enjoy working as a team member, if I must take control and organise a team, I am always willing to.

Problem Solving – I enjoy mathematics and solving puzzles and I occasionally work on programming problems to solve from online sources.

Attention to Detail – Detail is something I take pride in whether it's small design details or applying good programming practices in all my work such as loose coupling/high cohesion and clear documentation

ACTIVITIES

2nd Dec 2017

MLH 12-hour Hackathon – University of Kent, Canterbury

Worked in a group of 2 to try and experiment with java GUI libraries to start making a basic top down shooter game.

INTERESTS



REFERENCES

Frank Wang

University of Kent

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01634202988