

I am an enthusiastic, logical, and self-motivated individual with excellent problem-solving skills. I enjoy the opportunity to extend myself, focusing significant time on personal development and learning across a wide range of topics and skills. I actively seek opportunities to apply my knowledge, experience and skills through mentoring supported by excellent time management and planning abilities.

---

## Experience

2020 – CHARTERS SCHOOL

**Teacher/Class Assistant** - Throughout 2020, as part of the school's community service initiative, I committed free time to act as a teaching assistant for pre-GCSE lessons across the subjects I am studying in A-level (mainly Computer Science). During these opportunities, I spent most of that time assisting and tutoring children 1-1, supporting them in overcoming topic areas that they found challenging.

Alongside this work, I was offered the chance to teach younger years the foundations of computer science and coding, in the form of HTML, JavaScript, and CSS. These lessons ran every Friday for 60 minutes for several weeks, where me and a fellow student taught and supported the year 7, 8, and 9s knowledge outside of the standard curriculum.

OCTOBER 2019 – CARAMA, CASTROL, BP

**Web App Tester** – During my 2-week half term break, I was offered the opportunity to work as part of an internal start-up within BP focused on the design, development and delivery of an online product intended to disrupt the vehicle maintenance and servicing market globally. I supported the team as a product tester focusing on identifying and raising bugs, as well as validating the work done to resolve bugs and introduce new features (QA). Due to my contributions, I was offered the opportunity to return for additional work experience, unfortunately Covid-19 made this impossible.

OCTOBER 2019 – LOCKDOWN

**Game Development** – Despite Lockdown limiting the opportunities I had for work experience, I spent a good portion of it learning and developing a relatively basic game. Taking inspiration from "Payday 2", I used the core concepts of a heist game and created a 2D top-down version in Unity. I learnt C#, basic 3D game design and movement/interaction scripts, and then went on to learn 2D movement, interaction, bot patrol and waypoint, and camera scripts. I also designed all my sprites (including player, obstacle, enemy, and items) in photoshop, and wrote all my code in Microsoft's Visual Studio IDE. The entire process allowed me to improve my planning and organisation skills, using applications like Trello to map and track my progress throughout.

**Other Experiences** – I also learnt C++, which is among one of the most popular modern programming languages. I took a course on Codecademy, which while only basic, helped broaden my knowledge on object-oriented programming languages. Learning new languages improves my understanding of fundamentals while allowing me to build a foundation in many areas to open myself to as many opportunities as possible.

2020 – MCDONALDS

**Retail** – While in my first year of University, I spent 22 hours a week at McDonalds, which allowed me to bolster skills in certain areas. These include teamwork, handling payments, customer care and interactions, time management, stock management, and food hygiene. While working with the team, I tried to be as flexible as possible, allowing me to move across all the areas of the store and providing me with as many different experiences as possible. Although, I was often on customer facing roles, as management saw that as a specific strength. I currently plan to return to them when I go back to university.

---

## Skills

Experience in JavaScript, CSS, HTML, and associated languages, libraries, and frameworks.

Knowledge in C++, C#, Unity, Java, Python, SQL, and their libraries.

Excellent working knowledge of Microsoft Windows and Office/Microsoft applications including Visual Studio and Visual Studio Code.

Basic working experience working with Microsoft Azure DevOp's and the Agile delivery framework.

---

## Education

SEPTEMBER 2017 – JULY 2019

**Charters School / GCSE or Equivalent** – Biology, Physics, Chemistry, Graphics, English Language, English Literature, History, Maths, Computer Science

SEPTEMBER 2019 – MAY 2021

**Charters School / A-Level or Equivalent** – Biology, Chemistry, Computer Science

SEPTEMBER 2021 – PRESENT

**Falmouth University / BSc** – Computer Science