

Imran Bepari

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Education

2015 – 19

University of Southampton

MEng Computer Science

Achieved high 1st Class in 3rd Year, significant modules listed:

Year 1: Algorithmics, Programming I and II, Foundations of Computer Science, Data Management, Computer Systems, Software Modelling & Design

Year 2: Distributed Systems & Networks, Intelligent Systems, Programming III, Theory of Computing, Interaction Design, Programming Language Concepts
Excelled in modules such as Programming, Computer Systems and Algorithmics, earning 80% in Programming modules.

Year 3: Cybersecurity, Cloud Application Development, Secure Systems, Games Design and Development, Third Year Project

Obtained an 80% for Third Year Project / Dissertation

Year 4: Group Design Project, Advanced Secure Systems, Web Development, Automated Code Generation, Mobile Application Development

2008 – 15

Kingsmead School

A levels – Mathematics (A), ICT (A), Biology (C) AS Physics (B)

GCSEs – 13 A* - C including Maths, English and Triple Science

Relevant Experience

Jun – Sept 2018

BAE Systems Applied Intelligence – Software Engineer Internship

Completed a 12-week software engineer internship, where I worked on a client-based project. The project involved remaking a pre-existing system, maintaining functionality but becoming much more efficient.

- Used **Java** and **Maven** extensively to create component for a classified project
- Integrated software with Apache NiFi and ActiveMQ
- Lead the intern team on Agile and source control, aided by JIRA
- Gained project management skills, with tools such as Enterprise Architect

Sept 2018

Two Handed Weapon Template – For Modding Gorn

Gorn is a Virtual Reality game on the HTC Vive/Oculus Rift. In C#, this modding project is the significant template for the Gorn Modding community. This template allows developers to add their own Two-Handed weapons into the game, for free.

- **Skills in C#, Unity, VR and Reverse Engineering were utilized.**

May 2018

Kaiju – A Virtual Reality Game

Created in Unity, Kaiju is a Virtual Reality game for the HTC Vive. The game featured physics interactions, cell fracturing and artificial intelligence, as the player wreaks havoc in a virtual city.

- **Utilized C#, OpenVR, NavMesh technology and 3D modelling.**

Technical Skills

- Most capable and proficient in Java
- Very proficient in C# with Unity, C++ with Unreal Engine
- Very proficient with Git and Source Control
- Capable with Python and JavaScript
- Capable with Cybersecurity, Penetration Testing and Malware Analysis
- Able in Functional programming, with Scheme and OCaml
- Proficient in general operating system knowledge, including Windows and Unix systems
- Leadership skills along with SCRUM and other agile methods
- SQLite, UML and Event-B
- Designing and Wireframing with Balsamiq, Adobe tools

Awards

- Winner of HackXLR8 2018, BAE Internal CTF and contender for MLH Prime 2017.
- Netcraft Prize for Southampton Students, earned by placing Top 10 in academic year.
- Top Student at Kingsmead Sixth Form in the ICT Field, earning the highest grade in academic year.

Other Experience

2016 - 2017

NCS' Hants – Team Leader

After undertaking NCS' The Challenge at the end of my school years, I reapplied on a similar NCS program as a staff member.

- Had to lead and be responsible for a team of twelve 16 year olds as they carried out the programme.
- Often had to work independently whilst being responsible for other people, requiring me to exercise leadership skills, ability to compromise and efficiency.

2016 - 2017

CodePlus – Session Leader Volunteer

Regularly taught children, of ages 8 – 11, how to do basic programming as part of CodePlus program hosted by University. Had to plan lessons for students.

Interests

- Regularly take part in Mixed Martial Arts (MMA) Society which includes Jiu-Jitsu and Muay Thai.
- Registered as a STEM ambassador for Computer Science.
- Enjoy attending hackathons and game jams.
- Significant contributor to the GORN Modding community, creating content that has been released and used by other users.