Imran Bepari

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Website: https://imranbepari97.github.io/

Profile

I am a Computer Science undergraduate with strengths in determination and perseverance, which is paired with my experience and skill in multiple programming languages. I have plenty of team experience thanks to programmes such as National Citizenship Service (NCS) and other work-related placements and internships.

I work well under pressure and take charge when a project needs it, able to make compromises with my team members, and work with a variety of people. Combined with my knowledge of computing and programming language, I aim to be an asset to my colleagues and department.

Experience

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 and maintainable.

- Used Java and Maven extensively
- Lead the intern team on Agile and source control, aided by JIRA
- Gained project management skills, with tools such as Enterprise Architect

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.

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

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

Skills

My experiences and interests have given me a range of technical skills including capability in Java, C++ and experience coding with JavaScript and Python. Primarily, my best skills lie in Object Oriented Programming, earning consistent First Class grades in programming modules. Other tools such as Source Filmmaker and Photoshop have given me diversity in my skills outside of programming. Other skills include:

- Microsoft Office, all programs including Word, Excel, PowerPoint and Access
- C# with Unity, C++ with Unreal Engine
- Bash and Git
- Cybersecurity, Penetration Testing and Malware Analysis
- Functional programming, with Scheme and OCaml
- General operating system knowledge, including Windows and Unix systems
- Leadership skills along with SCRUM and other agile methods
- SQLite, UML and Event-B

Interests

- Volunteered to teach children, of ages 8 11, basic programming, as part of CodePlus programme.
- 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, winner of HackXLR8 2018, BAE Internal CTF and contender for MLH Prime 2017.
- Significant contributor to the GORN Modding community, creating content that has been released and used by other users.
- Other side projects, along with source code, can be found on website listed above.

References

Denis A Nicole, Personal Tutor University of Southampton dan@ecs.soton.ac.uk +44 (0)23 8059 2703 Ann Samuels, Form Tutor Kingsmead School ann.samuels@kingsmead.org