

IZER ONADIM

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Full-stack software engineer and Imperial College computing student dedicated to writing high-quality code.

TECHNICAL SKILLS

Proficient

Java • Python • C • HTML5 • Git
Data structures • Algorithms
Object-oriented design • CI/CD

Skilled

JavaScript • React • Spring Boot
REST API • Haskell • CSS3 • Bash
PostgreSQL • x86 & ARM ISA

Prior Experience

TypeScript • Angular • MySQL
Docker • YAML • R • Bootstrap
Node.js • Liquibase • IBM MQ
Jenkins • Swagger • Java Servlets

SOFT SKILLS

Agile • SCRUM • Kanban
Jira • Rally • Public Speaking
Communication • Organisation
Fluent in English and Turkish

EDUCATION

Imperial College London

MEng in Computing with

Artificial Intelligence

2019 – 2023

Current Grade: First Class

Relevant Courses: Java • C
Algorithm Design & Analysis
Software Engineering Design
Networks • Graphs & Algorithms
Haskell • Databases • Compilers
Advanced Programming • Prolog

Dulwich College

2007 – 2019

Elected to be Senior Prefect

A-Levels: **A*, A*, A*, A**
in Computer Science, Physics,
Maths, Further Maths

GCSEs: **11 A*s**

OCR Free-Standing Mathematics
Qualification: **A** - top grade

AWARDS & INTERESTS

- Runner-up in entertainment award of **ICHack 2020**, the largest student-run hackathon in the UK, with 400 participants.
- Active member of Computing Society and Data Science Society at Imperial College, student member of **BCS** and **IET**.
- Performed a leading role at Shakespeare's **Globe Theatre**.

EXPERIENCE

Software Engineer | Morgan Stanley

June – Aug 2021 | Internship | London, UK

- Migrated, modernised and extended a **Java Spring Boot** microservice to make it cloud-ready.
- Devised a new open-source **IBM MQ** infrastructure which was adopted throughout the firm.
- Organised and ran weekly meetings with end users to define & update project requirements.
- Created automated job for producing extracts of financial data & scheduled it using **Autosys**.
- Ran reconciliation tests on auto-extracts to ensure data integrity, achieving **100%** accuracy.
- Utilised **Angular** and **TypeScript** to add user-requested features to financial data tool.
- Showed initiative in designing and implementing data model changes using **Liquibase**.
- Tracked user stories using **Rally** & **Jira**, deployed changes to production environment.

Software Engineer | American Express

June – Aug 2020 | Internship | London, UK

- Developed a responsive web-app in **ReactJS** & **Spring**, deployed it to production environment.
- Achieved **100%** code coverage using **JUnit** mock objects and snapshot tests written with **Jest**.
- Utilised **Agile SCRUM** methodology in team of seven, managed user stories & tasks using **Jira**.
- Used **Git** for version control, merged many pull requests. Documented code with Confluence.
- Applied user-centred design, delivered brand new restaurant booking system in 5 weeks.
- Presented work to large groups of senior engineers, product owners and vice presidents.

Head of Technology | The MergerSight Group

August 2020 – Present | Part-time | London, UK

- Head of Technology for an international student-led financial research company.
- Maintain and update the website, **mergersight.com**, and provide data analytics solutions.
- Conduct research and write financial reports with focus on technology and fin-tech industries.

Machine Learning Engineer | British Telecom

August 2018 | Work Experience | Research Headquarters, Adastral Park, Martlesham, UK

- Joined the machine learning team, implemented and optimised Deep Learning models on various datasets using **R** and the **H2O** library.
- Investigated the inner workings and performance of different machine learning models from multilayer perceptrons to convolutional and recurrent neural networks.

Company Secretary | Young Enterprise Competition

September 2017 – June 2018 | London, UK

- Launched and ran a successful company with a team of 12, gaining organisational, teamwork and leadership skills. Reached regional finals of Young Enterprise Competition.
- Managed the team's finances, producing profit and loss accounts and balance sheets.

PROJECTS

Optimising Compiler in Java January – March 2021

Led a team of two in building a compiler from The While Programming Language into ARM 11 assembly, using **Java** and the ANTLR library. Ensured code quality through unit tests built with **JUnit** and integration tests written in **bash**. Scored **96%** at code review. Vastly improved time management skills due to completing the project in a team of only 2, when 4 was the norm.

ARM 11 Emulator and Assembler in C May – June 2020

Led a team of four in making an emulator and assembler for ARM11 architecture, written in **C**. Improved leadership, teamwork and programming skills, and gained experience in using **Git** to coordinate a group project. Became proficient in C and skilled in ARM assembly.

Portfolio in JavaScript & React - izeronadim.com June 2021 – Present

Developed a portfolio from scratch to showcase projects completed outside of university. Used **React** with **JavaScript**, **JSX**, **HTML** and **CSS** to create a smooth and highly responsive website. This website is still under development, but please feel free to take a look.

Multi-level Video Game in Python September 2018 – May 2019

Designed and developed a video game in **Python**, implementing features such as multiple game modes, pausing, saving, loading, a responsive user interface and high score system. Compiled to and distributed as an executable. Increased proficiency in Python.