

James Gardner

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GitHub: github.com/JGardner01

Portfolio Website: jgardner01.github.io/

Summary:

A highly motivated and detail-oriented third year Computer Science student at Lancaster University. Through my passion for software engineering, I have developed strong foundations in many languages including Java, C, C# and Python. I am also able to think critically, manage time well and able to adapt to team settings as well as working individually. Aspiring to further develop my software development skills, gain more experience and contribute to a forward-thinking company through a 2024 summer internship. I have a full driving license with a clean record.

Education:

Lancaster University, Lancaster, UK (October 2021 – July 2024)

MSci. Computer Science with Industrial Experience (Minimum expected grade: 2:1)

- Third Year Project: Currently creating a fully featured “no app” based system that allows users with web enabled devices, on the same Local Area Network, to engage in voice, video and text-based communication while also enabling file sharing. A primary aim of this project is to provide an intuitive, user friendly experience for the users.
- Second Year Group Project: Collaborated on developing an image editing and drawing application, similar to Microsoft Paint, in Java using Swing. This increased my knowledge of version control and development cycles as well as helped improve my team working skills and has also helped me improve my time management skills in a group setting.
- Created a detailed, graphical model of the Solar System in Java, implementing Swing.
- Developed a secure, passive replication system to host auctions in Java using Java RMI.
- Created a “Codebreaker” game, in Java implementing swing.
- Explored networking in Python using sockets. I developed implementations of Ping, Traceroute, a web server and a proxy server.
- Created an implementation of K Nearest Neighbour (KNN) for supervised image classification on the EMNIST dataset, in MATLAB.
- Created a genetic algorithm to find the shortest, most optimal route whilst navigating from one point to another between randomly generated obstacles in MATLAB.
- Improved an existing, basic and poorly developed website to make accessible for all users and ensure it is responsive for multiple types of device widths using media queries, in HTML, CSS and JavaScript.

Caroline Chisholm School, Northampton, UK (September 2018 – July 2020)

OCR Cambridge Technical Introductory Diploma in IT (Distinction*)

A Level Computer Science (A)

A Level Maths (C)

Caroline Chisholm School, Northampton, UK (September 2016 – July 2018)

GCSE's: ICT (A*), Maths (7), Computer Science (6), Biology (6), Chemistry (6), Physics (6), Spanish (6), English Language (4), English Literature (4), Graphics (C)

Other Relevant Experience:

Ludo Project

- Created a complete, 3D implementation of the board game, “Ludo”, in C# using the Unity game engine.
- The player plays against three other players, controlled by the computer.
- Increased my knowledge of C# and Unity.

Portfolio Website

- Created a portfolio website using Jekyll and GitHub pages, giving information about some of the projects I have worked on and created.
- Information and demos of the projects are available on the website.

Virtual Internships:

JPMorgan Chase & Co - Software Engineering Lite ([View Certificate](#))

- Completed a simulation focused on the process of completing an engineering ticket for a system in the credit card rewards department of JPMorgan Chase & Co
- Created a new class to get an existing up and running.
- Wrote a test suite for the new class.

Verizon - Cloud Platform ([View Certificate](#))

- Complete a job simulation involving building a hypothetical new VPN for Verizon’s Cloud Computing team.
- Used Python to test the VPN to ensure it met the cloud-native traits such as redundancy, resiliency and least privilege.
- Researched approaches to achieve application security and communicated insights through a presentation.

Employment:

Tesco Northampton South Extra, Store Assistant (November 2020 – Present)

I work as a shop assistant mainly on the beers, wines and spirits department but, also switching to the grocery department as needed. As a shop assistant I must have good teamworking skills as well as strong communication skills to effectively communicate with customers and colleagues. Working in a supermarket has also helped me develop my time management skills and helped me work under pressure, especially during busy periods of the year, when I am given extra tasks to complete such as setting up aisles or displays at the front of the store while also keeping on top of the aisles that I am responsible for.

Interests and Achievements:

- I enjoy keeping active, going to the gym regularly and taking part in the Lancaster University boxing society.
- I love travelling, exploring new destinations and learning about other cultures.
- I was awarded best student in the year for ICT during Sixth Form.
- I have won first place in photography at the local village show.
- I have volunteered to set up equipment and help out at local events such as the annual village produce show and charity coffee mornings.

References:

Reference available on request