

Education

- University of Liverpool: *BSc in Computer Science with placement year* 2017 – 2021

83% aggregate in second year. Predicted 1st class degree.

Third Year Thesis – **Website visualization of pathfinding and sorting algorithms with Angular.**

Object-Oriented Programming 95%, Python Programming 92%, Advanced AI 94%, App Development 85%, Algorithms and Data Structures 80%

For the group software project, I was the lead frontend developer in creating a recipe finding app in **React Native**, allowing users to enter leftover ingredients to find recipes in ranking order of how much they correlated.

- King George & Bury College: *Software Development* 2015 – 2017

BTEC: D*D*D* – 168 UCAS points.

Highest marks within my cohort.

Internships and freelance projects

- Apposing – Software Developer* June 2020 – July 2020

For the Caroo web app, I implemented the frontend and backend with the workable's API to integrate with Caroo's applicant tracking system. This allowed organisation admin users to fetch new jobs manually or automatically every hour, make adjustments and assign them to their department managers. – **NestJS (nodeJS), GraphQL, Angular & MySQL.**

- Village Software – Software Developer Intern* September 2019 – July 2020

For the organisation *Disclosure Services*, who are one of the industry leading providers in background checks. I was implementing a dashboard to display important relevant data, admin control panel for staff users to perform CRUD (Create, Read, Update & Delete) operations, and allow organisations to manage and perform checks on their employees, amongst many others. – **.NET, Angular, MySQL.**

For the restaurant franchise *Yo Sushi*, I was improving their current billing system by resolving several bugs and issues, such as the key feature which allows employees to scan the bowl colour that is correlated to a food item, providing the organisation a vast amount of data on sales.

– **.NET, Networking, Servers, Embedded Hardware.**

- Boutique – Lead Android Developer* May 2019 – December 2019

Solely created the Android app for a start-up company that aims to make a platform for bespoke creators to promote and sell their services and goods - **Kotlin.**

- University of Liverpool – iOS App Developer* May 2019 – September 2019

Finished off development of a poetry app. Resolving several bugs as well as a user interface/user experience redesign. Implemented new features such as AR. – **Swift.**

- Hour Blocks – Android App* May 2019 - August 2019

Recreated the iOS App *Hour Blocks*. – **Flutter.**

iOS: Featured as part of **Apple's "App of the day"**, **"New apps we love"** on the App Store and by **TechRadar's best iPhone apps in 2019.**

Combined total **downloads of 60,000** and an **average rating of 4.5/5.0.**

Hackathons & Extracurricular

- 2019 - International Collegiate Programming Contest** – In a team of 3 we were to solve 13 coding problems within 5 hours. Competed against 200 University teams across the UK, ranking **70/200.** – **Java.**
- 2019 - IBM AI Challenge** (June – August 2019) – **1st place out of 7** other teams. I was the lead developer of a team of 3, we developed an interactive storytelling app for the visually impaired, implementing text to voice and voice to text recognition. The event was co-hosted by the University of Liverpool Business Management school. – **Flutter.**

Personal Projects

- Created a **MEAN** weather app with a range of interactive features. - **MongoDB, Express, Angular, NodeJS.**
- Implemented **AI deep reinforcement learning algorithm** for a snake game that I created for the web. – **JavaScript, HTML, CSS.**
- Implemented an **AI deep reinforcement learning model** that can play classic Atari games using the OpenAI Gym environment. – **Python.**
- Implemented a **machine learning classifier** to predict how authentic a banknote is. – **Python.**
- Co-developed, designed and animated a mobile action fighting game. – **Unity 2D (C#), Photoshop.**
- Created an electronic point of sales (EPOS) software focused on food franchises. – **Java, JSON, MySQL.**

About Me

- Liverpool Student Ambassador** for the University - Promoting the university and organising Open Days with over 13,000 guests and leading tours focused on studying Computer Science at the university.
- Hobbies: Technology, Gaming, Reading, Chess, Astronomy, Climbing, Gym & Fitness. Also, a part of the University of Liverpool Cycling, Computer Science, Entrepreneur & Robotics society.