

Education

University of Liverpool - BSc in Computer Science with placement year

2017 – 2021

- **83% aggregate** in second year. Predicted **1st Class Honours**.
- Third Year Thesis – Educational website visualization of string matching algorithms - **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 full stack developer in creating a recipe finding app, allowing users to enter leftover ingredients to find recipes in ranking order of how much they correlated. – **React Native, Node.JS, MySQL**.

Bury College - Software Development

2015 – 2017

- BTEC: **D*D*D*** – 168 UCAS points.

Internships and Freelance Projects

Aposing – Full Stack Developer

June 2020 – July 2020

For the client *Caroo*, a job searching platform for both employees and employers.

- Integrated the frontend and backend with the workable's API to integrate with Caroo's applicant tracking system.
- Allowing organisation admin users within Caroo to fetch new jobs manually or automatically every hour, make adjustments and assign them to their department managers. – **Nest.JS (node.JS), GraphQL, Angular & MySQL**.

Village Software – Full Stack Developer Intern

August 2019 – July 2020

For the client *Disclosure Services*, one of the industry leading providers in background checks.

- Implemented a web dashboard to display a range of data, such as an interactive applicants table and hierarchical organisations tree.
 - Admin control panel for staff users to manage and perform CRUD (Create, Read, Update & Delete) operations.
 - Further developing the backend infrastructure to handle these new features.
 - Planning and contributing to infrastructure, system design and sprint meetings with team and clients.
- **.NET Core, Angular, MySQL**.

For the client *Yo Sushi*, an international sushi & Japanese restaurant.

- Utilising the *Yo Sushi* API to further develop the software we have created for their handheld billing device system.
- Fixing several core infrastructure bugs so that the product was developed and tested for release. – **.NET Core, 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 and experience redesign.
- Implemented new features such as AR. – **Swift**.

Hour Blocks – App Developer

May 2019 - August 2019

- Co developed iOS app & developed android port. – **Flutter**.
- iOS app has been 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 **115,000** and an average rating of **4.5/5.0**.

Hackathons & Extracurricular

2019 - International Collegiate Programming Contest – In a team of 3 we were tasked to solve 13 coding problems within 5 hours.

- Competed against 200 University teams across the UK, ranking **60/200**. – **Java**.

2019 June – July - IBM AI Challenge – In a team of 4, we were tasked to develop an interactive storytelling app for the visually impaired.

- **1st place** out of 7 other teams.
- Implemented text to voice, voice to text recognition and the apps user interface & experience. – **Flutter**.

Personal Projects

- Created a MEAN stack weather app with a range of interactive features. – **MongoDB, Express, Angular, Node.JS**.
- 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: A part of the University of Liverpool Cycling, Computer Science, Entrepreneur & Robotics society.

Other hobbies: Gaming, Reading, Chess, Astronomy, Climbing, Gym & Fitness.