Computers have been a huge part of my life for as long as I can remember, and continue to fascinate me to this day. Things like electronics and software have kept my interest so well that I’ve been involved in developing both. I took Control Systems in GCSE, which had me creating a circuit board by my own design, soldering components to it, and then programming it via a PICAXE microprocessor. I eatnjoyed this more than any other part of my time at secondary school.

I have achieved both Bronze and Silver levels in the Duke of Edinburgh scheme, and currently in the process of earning my Gold. I have a very strong mathematical ability, achieving an A grade in Mathematics at GCSE and an A in Use of Maths at AS Level, with another A predicted for Use of Maths at A2 and a B in Mathematics (Statistics). My predicted grade for Mathematics (Statistics) AS throughout the entire year was an A grade, so that is why I am retaking some of my exams, so I can get a grade I feel reflects my true ability.

When I first had access to Adobe Flash, I learnt ActionScript at the age of 12 so I could construct my own games using Flash. I self-taught myself the Lua programming language so I could make modifications in existing video games and get involved with the modification community associated with those games. I am also very adjusted to using Javascript, Python, HTML, CSS, and am always interested in learning new languages. My next aim is to learn C and many of its variances.

Computer Science revolves around so many different subject areas , such as software(design), robotics, electronics, hardware, computational theory etc. I know that these subjects would peak my interest greatly

My aspiration after university is to get a job in the technology industry, hopefully in a role where I get to design and innovate. My preference is flexible, as I would be happy working with either hardware or software, and them the sub divisions of either. My true preference would be to work with software; being able to design and create video games. I am already involved in many different modding communities for different games, so to be able to properly create video games by programming my own engines would be a dream come true.

Introductory paragraph – sums up everything you’re going to say in the next 4 – who you are, what you want to study, why, why that university.

Para 2 – academic achievements

Para 3 – work experience/jobs/voluntary work

Para 4 – personal achievements, any extra computing work in your spare time, personal hobbies that are relevant etc

Para 5 – conclusion – some up very briefly (2 lines max)

* Put in all of your voluntary work – i.e. DoE, helping at the cider company, hay baling, etc etc – make sure you include what skills you’ve learned in each and an example of when you’ve shown this.
* Include any paid work – i.e. babysitting, poo picking (although find a better way of wording this!) etc – not sure what else you’ve done over the years?