Computers have been a huge part of my life for as long as I can remember, and have never stopped being fascinated by them at any point. 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 enjoyed 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.