## Profile

A forward-thinking MSc. Computer Science student, with established organisational and professional skills. Strong team ethos and analytical ability, who enjoys the challenge of work. Developed & proven communication and interpersonal skills. Keen interest in virtual and augmented reality applications and remote operations.

## Technical Skills

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| Source Control / Git | C# |
| HoloLens, Vive and Oculus Touch development | Unity and Source 2 |
| Scientific and statistical visualisation | .NET sockets |
| Object-oriented programming | C++ and DirectX11 |
| VR, AR and MR deployment | Python with Machine Learning |
| 3D Asset Design and Photogrammetry | 3DS Max and Blender |

## Education

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| BSc Computer Science: First Class with Honours, University of Hull | September 2016 – July 2020 |
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**Modules**

Third Year: Virtual Environments, Advanced Software Engineering, Visualization, Data Mining and Decision Systems.

Second Year: Electronics and Interfacing, Database Techniques, Systems Analysis Design and Process, Artificial Intelligence, Advanced Programming, Networking and User Interface Design.

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| MSc Computer Science for Games Development | September 2020 – Present |

## Relevant Experience

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| Computer Science Laboratory Assistant | February 2018 – Present |