

Joe Subbiani

BSc Computer Science student
at The University of Glasgow

Email: joe.subbiani@gmail.com

Phone: 07972651403

Links

Github://JoeSubbi
Arm Github://JoeSubbiani
Blog://joesubbi.github.io
LinkedIn://joe-subbiani-1b326a198

Skills

OS
Gnu/Linux, Windows

LANGUAGES

Python, Java, C/C++, C#, Rust, Bash

OTHERS

Markdown, Latex, Git, GDB, Unity,
Unreal Engine, Adobe Illustrator,
Adobe Photoshop, Premiere Pro,
Blender

Coursework

2018-2022

HCI and Interactive Systems,
Data Structures,
Algorithmics,
Network Systems,
Programming Languages,
Functional Programming,
Systems programming (C++, rust),
Robotics,
Machine Learning,

Digital and Analogue Electronic
Engineering,
Statistics

Education

2018-2022

BSC - COMPUTER SCIENCE
University of Glasgow

2016-2018

A LEVEL
Pembroke Comprehensive
ABBB

Societies and Hobbies

TECH SOCIETY

Hackathons/Code Olympics
competitive programming and
problem solving.

GAME DEVELOPMENT

48 Hour Game Jams in a team,
develop a game of a particular
theme over a weekend.

FREELANCE ARTIST

Worked directly with clients,
negotiating ideas from a given
specification using Adobe
Photoshop, Illustrator and Blender.

Experience

2021 ARM Software Engineer on Mbed TLS

- Made meaningful contributions to an open source library, working with *C*, *Bash* and *Python* to make tests, tools and improvements in correspondence to issues created by the team and the community.
- Worked as part of an agile/kanban team, engaged in discussing and planning a new release, and through technical work became more familiar with git, pull requests, and code reviews.
- Attended extra curricular meetings to widen my knowledge of the industry.

2015-2020 Heatherton World of Activities Instructor

- Worked closely and communicated with a team of instructors.
- Communicated clearly how to safely use equipment to customers.
- Was responsible for the safety of customers.
- Performed rescues on specific obstacles when necessary.

2020-2022 University Lab Demonstrator

- Assist first year university students in their computing laboratories.
- Explain the more complex concepts in a way that is easier to grasp.
- Discussed, taught and worked through problems focused on databases, Human computer interaction and Python Programming.

2016 Acanthus Holden Architects

- Worked on official plans for a boat house on Thorne Island, off the Welsh Coast.
- Worked on a floor plan for a new library in Carmarthen, Wales.

Achievements and Awards

2018 Volunteer Climbing Instructor for Young Children

2017 Swansea University Academic Course

Projects

2021-2022 Investigation into representations of 4D Unity, C#, GLSL, Python

Final Year Individual Project, conducting an investigation into the most intuitive representation of 4D objects by creating a series of interactive real time extensions to the 3D cross section of 4D objects and investigate how effectively a user can interact with the 4D geometry.

2020 Portfolio Website Django, Python, Javascript, CSS/HTML, MySQL

Developed a website using the django framework which allows users to build their own design portfolio, provides contact information to registered users, and allows for users to browse posts.

2019 Video Game Assistant App Python

Developed an application to assist in route-planning for a video game. Involved the design of the GUI, and implementing algorithms to tackle the travelling salesman problem.

2020-2021 Tower Building Revision App Unity, C#, Java, SpringBoot

Agile Scrum Team project; A mobile application that allows users to unlock university buildings and customisation options as they spend time revising. They can explore their own and other users world.

2019 Multithreaded Dependency Discoverer C++

A thread safe program that crawls over any .c .y or .l files and determines if the required dependencies are present in the current directory.