|  |
| --- |
| Jacob Sowah  . |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| |  | | --- | | +44 7342 822340 |   .   |  | | --- | | jacobsowah23@gmail.com |   .   |  | | --- | | 32 Wheats Ave, Birmingham B17 0RJ |   .   |  | | --- | | 25.11.2005 |   . |

|  |
| --- |
| **Personal statement** |

Second-year undergraduate at Aberystwyth University. Achieved High marks across all first-year modules while working part-time at Tesco. Clear communicator and reliable team member with strong problem-solving skills and initiative.

|  |
| --- |
| **Skills** |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| |  | | --- | | Python |   .   |  | | --- | | Java |   .   |  | | --- | | Git/GitHub |   .   |  | | --- | | HTML/CSS/JavaScript |   .   |  | | --- | | Arduino C |   .   |  | | --- | | Command line |   .   |  | | --- | | Basic SQL |   . |

|  |
| --- |
| **Work history** |

Store Colleague,  Quinton/Aberystwith

Tesco, current

|  |
| --- |
| * Serve customers across checkouts and self-service, handling cash and resolving issues quickly and calmly. * Maintain shop-floor standards and restock efficiently; collaborate with a diverse team on busy shifts. * Built strong customer service, problem-solving, and teamwork skills.   . |

|  |
| --- |
| **Education** |

|  |  |  |
| --- | --- | --- |
| **BSc in Computer Science Candidate**  Aberystwyth University, September 2024-Expected graduation August 2028 |  |  |

|  |  |  |
| --- | --- | --- |
| **A-Levels in Mathematics, Computer Science, Physics**  King Edward VI College, Stourbridge, |  |  |

|  |  |  |
| --- | --- | --- |
| **GCSEs in English Literature, English Language, History, Religious Studies, Mathematics, Combined Science, Computer Science**  Hagley Catholic High School, Worcester, |  |  |

|  |
| --- |
| **References** |

References available upon request

|  |
| --- |
| **Projects** |

**Minitrus — Arduino C mini Tetris clone**• Built a hardware game loop with input debouncing and timer-driven piece drops; implemented line clears and scoring under tight memory constraints.  
• Wrote modular C for game state, rendering, and input to keep it maintainable.  
• Tech: Arduino, C, basic electronics. Code/Video:

**Text-based Language Learning Helper — Java CLI**• Designed spaced practice drills with progress saving; added word list import and quick stats.  
• Structured with OOP to separate I/O from core logic; easy to extend with new exercise types.  
• Tech: Java, file I/O, testing (JUnit). Code:

**Patience (Solitaire) — OOP showcase**• Modelled cards, piles, and moves with clear classes/interfaces; enforced rules with validators and unit tests.  
• Implemented undo/redo using a command pattern to improve testability.  
• Tech: Java (OOP, design patterns), testing. Code:

**Portfolio Website**• Responsive single-page portfolio with project cards and keyboard-friendly navigation.  
• CI/CD deploy so pushes to main auto-publish; basic analytics added.  
• Tech: HTML, CSS, JavaScript, CI/CD. Live/Code:

A qr code on a white background

AI-generated content may be incorrect.

[**http://jacobsowah.me**](http://jacobsowah.me)

