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## **PERSONAL STATEMENT**

A highly motivated Computer Science student with a keen interest in problem solving, gameplay programming and artificial intelligence. Interested in maths, science, and technology, especially in the fields of game development and artificial intelligence, including machine learning. Looking to develop skills and gain experience in a professional work environment for a future career in computer science.

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## **TECHNICAL SKILLS**

Unity, Unreal, C++, C#, Java, Python, HTML, GitHub, Trello, MS Office

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## **EMPLOYMENT HISTORY**

### **Researcher – Centre for Cyber Security (Work Experience, 2019 - 2020)**

As a researcher, I was tasked with both independent as well as collaborative research in the fields of cyber security and data analysis. These tasks required good communication skills to work with others as well as address any issues with the research topic with the head of the centre. It also required good motivation and organisation to be able to carry out and stay focussed on complex independent research topics that could take several months to carry out. I was also responsible for either writing or assisting with writing academic papers based on the research to be published in peer reviewed journals.

### **Dispatcher – British Gas (September 2016 – August 2017)**

As a dispatcher, I had to manage the in-day workloads of engineers as well as contact customers regarding their appointment if there were any issues. This required good communication and organisation skills to minimise the number of missed appointments. Furthermore, I also had to handle customer complaints when interacting with customers which required the ability to resolve conflict.

### **Bar Staff – Revolution Bar (August 2016 – January 2017)**

As part of the staff, I had to work as part of a team in a fast-paced environment to keep the bar running smoothly during the busy night shifts. This also required good communication skills and the ability to work under pressure.

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## **EDUCATION**

### **University of Huddersfield – Computer Science with Games Programming 2017 - 2021**

*Graduating 2021*

### **Wilmslow High School Sixth Form, 2014 – 2016**

Mathematics A, Chemistry C, Further Mathematics E

### **Wilmslow High School, 2009 - 2014**

10 GCSEs, including A\*-B in English and Maths

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## **INTERESTS**

Outside of playing and developing games, I am interested in artificial intelligence (AI) and machine learning, trying to keep up to date with the latest news and developments in various areas of AI development. In my free time, I enjoy working on independent programming projects to develop knowledge, such as further developing my dissertation work, reading fantasy fiction books, and spending time with my dog. Currently working towards my degree in Computer Science with Games Programming to develop myself in line with my future aspirations in the areas of artificial intelligence and game play programming.

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## **REFERENCES**

References available upon request