

INDIGO NOLAN

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📍 London / Southampton

EDUCATION

University of Southampton

MEng Computer Science | Predicted First

Southampton, UK

Expected 2028

- **Academics:** A*A*A at A-Level, 11 A*'s at GCSE.

TECHNICAL SKILLS

Languages: Python, JavaScript, TypeScript, Java, SQL, HTML/CSS

Frameworks: Next.js, React, React Native, Node.js, GDScript

DevOps & Tools: Docker, Git, Vercel, Supabase, PostgreSQL, MongoDB, Linux/Bash, Google Cloud Platform (GCP)

Spoken Languages: English (Native), French (B2), Russian (B2), German (B1)

EXPERIENCE

University of Southampton

Research Assistant

Jan 2026

Southampton, UK

- Collected data mapping nighttime urban environments, integrating quantitative sensor data with qualitative metrics.
- Used hardware (luxmeters, GPS, spectrometers) to capture spatial light/color data, correlating it with user experience.

Southampton University Students' Union

School President (Electronics & Computer Science)

June 2025 – Present

Southampton, UK

- Elected representative for 2,800 students; chaired the committee and liaised directly with senior faculty for curriculum improvements.
- Architected structural changes to the voting system, successfully fixing past under-representation issues.

Shell AI

Summer Intern

July 2023

London, UK

- Analyzed machine learning models for optimizing real-time oil drilling operations to improve efficiency and safety.
- Co-designed and prototyped a social justice mobile application, pitching the UI/UX architecture to senior Experience Design leads.

PROJECTS

CashCat | Next.js, React, PostgreSQL, REST

cashcat.app

- Full-stack financial application implementing zero-based budgeting principles with complex state management.

Climate Stories Library | Next.js, Supabase, Vercel, Google Cloud Platform & APIs

climatestorieslibrary.com

- Designed a professional website and video backend for a climate organisation, increasing monthly engagement by 1300% and connecting them with 40+ international clients.

The Political Playground | React, Custom Simulation Engine

pp.indigo.spot

- Developed a complex election simulation engine featuring coalition mathematics and dynamic voter bloc logic.
- Designed an interactive UI similar to "The Campaign Trail" to gamify democratic education.

Fantasteroids | Godot, Steamworks API, GDScript

Fantasteroids on Steam

- Managed the full development lifecycle of a retro-arcade game, achieving a successful Steam marketplace launch with 300+ players and 90% positive ratings.

ESA AstroPi Challenge | Python, OpenCV, NumPy

- Wrote an image-processing algorithm deployed on the International Space Station to calculate cloud/land cover from orbit.
- Processed 200+ images daily with high efficiency in a constrained hardware environment.