

# Levin George

Computer Science & Software Engineering Student

## EDUCATION

### **Maynooth University** — *Computer Science & Software Engineering*

SEPTEMBER 2013 - PRESENT

### **Assumption Secondary School** — *Leaving Certificate*

SEPTEMBER 2007 - MAY 2013

## EXPERIENCE

### **Parknpn** — *Web Developer Intern*

[www.parknpn.com](http://www.parknpn.com)

SEPTEMBER 2015 - PRESENT

I am currently involved in developing Parknpn's website which is primarily used for marketing.

### **StudyNotes.ie** — *Content & Social Media Director*

FEBRUARY 2014 - PRESENT

I provide support and engage with students via social media channels while also managing all the new content and updates that are needed. We monitor and market to create an e-learning community where students and teachers can find useful resources for second level education.

### **Maynooth University** — *Tutor at Programming Support Centre*

OCTOBER 2014 - MAY 2015

I was a tutor helping students with issues they have with coding and algorithms. I was involved in providing guidance and motivation for students to work on their labs. Topics included Object Oriented Programming, Computer Architecture, Data Structures, etc.

## PERSONAL SKILLS

COMMITMENT	★★★★☆
TEAMWORK	★★★★☆
LEADERSHIP	★★★★☆
COMMUNICATION	★★★★☆

## TECHNICAL SKILLS

JAVA	★★★★☆
HTML5/CSS3	★★★★☆
JAVASCRIPT	★★★★☆
C++	★★★★☆

## LANGUAGES

English, French, Irish.

## PROGRAMMING PROJECTS

### **Genetic Algorithm for the Travelling Salesman Project** *University Group Project*

SKILLS – Java, Genetic Algorithms, Object Orientation, Unit Testing

Travelling Salesman Project involves finding the shortest path where a person visits a set of locations and returns home. Myself and my partner had to come up with an algorithm which then can be implemented to test out all the cases.

### **Algorithm for Prediction (AIB DATATHON CHALLENGE)** *University Individual Project*

SKILLS – Java, Algorithms, Object Orientation, Unit Testing

This challenge involved in predicting an average rate a person would give to any film. Using the resources given by our lecturer, I came up with a robust algorithm which compared all the ratings in different genres and then finding the overall average.

OUTCOME – I was one of the top 3 students who achieved a higher performance from the whole class.

### **Shopping Cart Website** *University Group Project*

<https://webcourse.cs.nuim.ie/cs230/cs230teamD1/index.php>

SKILLS: JavaScript, HTML5/CSS3, Teamwork, Unit Testing

Team project with 5 other students who were all assigned different roles. My primary role was to design the website in HTML5/CSS3. I designed the website after listening to my team's suggestion on how they wanted the website to look like. Each week we set ourselves deadlines which helped us to progress the project towards completion.

## MISC SKILLS & ACHIEVEMENTS

- Coordinated an event for youth in Tallaght.
- Heavily involved with working in various startup communities.
- Volunteering for CoderDojo at Maynooth University.
- Media volunteer for Web Summit (2014).

## REFEREES

**Daniel Paul**  
Co-Founder of Idea Starter  
daniel@ideastarter.ie

**Joseph Duffin**  
Lecturer at Maynooth University  
Joseph.Duffin@nuim.ie

## AWARDS

### **Hack (Make!) the Bank** – 3rd Prize

FinTech Hackathon dedicated to realising tomorrow's banking and financial solutions.

### **MU Computer Science Progmathon 2014** – 2nd Prize

Sponsored by Microsoft. Competed in teams of 3 in the programming competition.

### **'Spirit of the Year' award** – Transition Year

## APPENDIX

### First year results

Module Name	Grade
Databases	67/100
Introduction to Programming	83/100
Mechanics 1 & Special Relativity	85/100
Mathematical Methods	68/100
Calculus 1	49/100
Introduction to Data Analysis	59/100
Introduction to Object-Oriented Programming	96/100
Introduction to Computer Systems	80/100
Mechanics 2 & Modern Physics	68/100
Calculus 2	70/100
Linear Algebra	78/100

### Second year results

Module Name	Grade
Discrete Structures 1	55/100
Algorithms & Data Structures 1	54/100
Computer Architecture	70/100
Software Testing	75/100
Calculus 3	50/100
Algorithms & Data Structures 2	62/100
Web Information Processing	86/100
Operating Systems	55/100
Computer Architecture 2	62/100
Directed Reading for CSSE	88/100
Software Engineering & Software Process	54/100
Linear Algebra 2	41/100

## Third year

### Module Name

Empirical Software Engineering

Software Design

Programming Languages & Compilers

Computer Networks

Team project based on web/mobile application

Software Verification