Lewis McGuire

Flat 37, Seabraes Court, Dundee, DD1 4LA

Phone: 07401 118084 | Email: mcguirelewis6@gmail.com

Personal Profile

I am a second-year Computer Science student at the University of Dundee, with a strong interest in artificial intelligence, software development, and data science. I am eager to enhance my skills by working with industry professionals and gain hands-on experience through the BlackRock Summer Internship Programme for Artificial Intelligence. I bring experience in Python, Java, and teamwork, with a keen interest in applying AI to solve real-world problems.

Education

BSc (Hons) in Computer Science

University of Dundee

September 2023 - Expected Graduation: 2027

- Awarded the Computing Science Class Prize (Level 1) for outstanding performance
- Maintained an A average across all first-year modules

Key Skills

- Programming Languages: Proficient in Python, Java, HTML & CSS
- Al & Machine Learning: Upcoming module will deliver foundational knowledge
- Collaboration Tools: GitHub for team collaboration and version control
- Problem-Solving: Applied critical thinking and analytical skills to various project briefs
- Communication: Actively listened to ideas and ensured the team grasped project goals
- Collaboration: Worked closely with teammates, providing crucial support and guidance

Relevant Experience

Java Team Project (Java, GitHub)

- Collaborated with a team to build a mock messenger app in Java. Played a key role in allocating tasks based on individual strengths.
- Assisted in debugging teammates' code when they encountered issues, helping ensure a smooth development process and promoting a supportive team environment.

Unix Systems Project (Bash Script)

 Provided clarity on project requirements to the team, ensuring all members understood the tasks, which resulted in faster project completion.

Embedded Systems Project (Python, HTML, CSS, JavaScript)

- Developed a Python-based learning tool to help users understand Morse code, applying problem-solving skills and integrating embedded systems with network functionality.
- Responsible for time management by ensuring each of us had individual tasks to complete, allowing us to make the most of our in-person meetings. Demoed project to the lecturer, highlighting key features and reflecting how the assignment turned out.

Mathematics Group Project (Microsoft Teams, Desmos)

- Led a group for our second maths project, organising meetings via Microsoft Teams to facilitate collaboration, especially when in-person meetings were challenging.
- Applied critical thinking and communication skills to synthesise ideas from team members, ultimately delivering a cohesive solution to the collaborative questions.

Web Development (HTML, CSS, Bootstrap)

 Participated in a group project to build a website, learning to use GitHub for collaboration and version control. This improved my ability to manage code in a team and track project progress, skills I later applied in the Java group project.

Leadership & Volunteering Experience

Track Captain, University Athletics Club (2024)

• Responsible for organising training sessions and ensuring effective communication within the team. Developed leadership and time-management skills through this role.

Volunteer, Salvation Army Charity Shop, Glasgow (2023)

• Gained valuable experience in customer service and team collaboration. Enhanced communication skills and contributed to achieving the shop's goals.

Extracurricular Activities

Quackathon (University Computing Society) (2024)

• Participated in a hackathon where I gained hands-on experience in multithreading by collaborating with a partner to develop a GUI-based application. Strengthened problem-solving and teamwork skills while navigating the demands of an intensive work period.

Achievements

• Nominated for Go Abroad Programme: Selected to participate in an exchange programme at the Australian National University, providing an opportunity to broaden my academic experience and engage with diverse cultures.

References available upon request