

Alexander Kisby

Computer Science Graduate

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INTRODUCTION

Diligent recent graduate for Computer Science aspiring to leverage a creative and driven mindset in software development. Personal interests include blockchain, finance and mobile app development. Motivated to be part of projects that challenge my creativity as well as critical thinking.

EDUCATION

Durham University, Durham — Computer Science BSc

AUGUST 2018 - JULY 2021

Achieved 2:1 with honours, with a third year project exploring and developing for the Ethereum platform.

Implemented an ERC721 non fungible token trading game using a system of smart contracts, accessible via a flutter webapp deployed at <https://bitbeasts--server.web.app>

Hampton School, Hampton — A-Levels

SEPTEMBER 2016 - MAY 2018

A* Maths, D2 Physics Pre-U, A Further Maths, A Additional Further Maths, B Economics

PROJECTS

8 Bit Beasts — Ethereum, Smart Contracts, NFTs, Flutter

A project developing a dApp for a trading card game featuring unique monsters based on the ERC721 token, commonly known as NFTs. Players can trade monsters with other players through a marketplace or battle in PvP and PvE activities and events. New monsters are created by players from monsters they already own, each with unique DNA and attributes.

Mini Fighter — Unity, C#

A continuous horde shooter 2D Unity game with personally produced pixel art. Features an interactive map with in game mechanics for difficulty progression.

Game of Life — C

A zero player game built in C according to Conway's Game Of Life with some parameterisation, taking inputs from command line or a file

SKILLS

Capable in Python

Experience with C++,
Dart (Flutter), Javascript,
Solidity, C# (Unity),
Blender

Learning Golang

A* iGCSE French and
Spanish

AWARDS

Accepted to University of Hong Kong to study abroad for third year as one of 4 available places, but was unable to attend due to Covid-19.

INTERESTS

Theatre Participated in main roles for college productions at university, including musicals.

Art Primarily using blender to produce a variety of rendered art, typically motion graphics.