

# Michael Walsh

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## Personal Profile

I am a third year Computer Science student at the University of York. Driven by a lifelong interest in computing, I consider myself to be a highly motivated, hard working individual. I have years of experience programming, have a large portfolio of personal projects, and have real world experience working as a software engineer. I eagerly await the opportunity to build on my technological skills.

## Education & Qualifications

### **2015 - Present      Computer Science BEng, University of York**

- Expected final grade - 1st
- First year 67%, Second year 68%
- Modules include: Vision and Graphics, Artificial Intelligence, Neural Computing and Applications, Theory and Practice of Programming and a Software Engineering Project
- Final year project - Developing visualisations of Monte Carlo Tree Search
- Achieved the York award during my first year

### **2012 - 2015      Winstanley College, Wigan**

- A-levels - Maths (A), Computing (B), Physics (C)
- AS-Levels - Further Maths (C)

### **2007 - 2012      All Saints Catholic Centre For Learning, Liverpool**

- GCSEs: 10 A\* - C, Including Maths and English
- BTECs: IT (Distinction\*), Business (Pass)

## Work Experience

### **Jun 2017 – Sep 2017      Software Engineering Internship, MBDA, Bristol**

- A multi-national world leading aerospace and defence engineering company
- I worked on a project called FLAADS Land, using C++, in a tight-knit group of other software engineers
- Heavily used tools such as Google Test, GCovr, Rational Team Concert(source control)
- I had contact with other departments and visited other sites, giving me an insight into the part software played in the overall project and the importance of communication between teams
- Over the course of the internship, I was exposed to software engineering at an industrial level and experienced a sizeable chunk of the development lifecycle of a real world project

### **Nov 2015 – May 2017      Catering Assistant, National Railway Museum, York**

- Part of the British Science Museum Group focusing on the history of rail transport, based in York
- I worked in the various cafe's located inside of the museum, both during the day and as part of booked events in the evening/night
- I worked as part of a team to serve and wait on customers, set up for events and maintain the appearance of the museum

**Jun 2016 – Jul 2016      Contracted Software Development, Zamzar Ltd.**

- An England based company specialising in online file conversion
- After winning a prize in a hackathon hosted by Zamzar, they contracted me to finish my software
- My software made use of both Zamzar's and Dropbox's API to create a hot-drop type folder in Dropbox that would automatically convert any input file into a specified output format
- Had constant contact with Zamzar throughout
- By the time I had finished, I had learned a lot about software development in the real world

**Extra Curricular****Projects**

- MCTS Visualisation - My final year university project focusing on different ways to graphically represent Monte Carlo Tree Search in 3D, using C# with Unity3d
- Chipster - A very fast Chip-8 emulator written in C#, making use of OpenTK for graphics
- RpsNet - An online Rock-Paper-Scissors game made in Java using Kryonet and LibGDX, featuring a fully functional matchmaking system which uses a central game server and multiple clients
- Buttons and Boxes - A 3D puzzle game built in Unity3d with C# and PHP, featuring a level editor and server that allows players to share levels amongst themselves. I got to showcase this game at the opening of the York Digital Creativity Labs in 2016, as part of the Game Development Society at university
- Tank Wars - A top down shooter built in Unity2d with C#
- I have also collaborated on several open source projects, including LibGDX, a Java games framework

**Hackathons**

- Zamzar hackathon 1st Place - University of York, June 2016
- Bank of America hackathon 2nd Place - University of York, November 2016
- York Instruments hackathon 1st Place - University of York, June 2017
- I have also taken part in the Global Game Jam, Google Hashcode, Ludum Dare and Durhack

**Skills**

- Programming Languages - C#, Java, C++, Python, PHP, Visual Basic
- Frameworks - .Net, LibGDX, OpenGL, NUnit, JUnit, Google Test
- Tools - Visual Studio, IntelliJ, Unity Engine, Windows, Linux

**References**

Available on request