

Reece Waite

As a 3rd Year Computer Science Graduate, I have acquired a diverse range of key skills through my university modules. These modules have encompassed crucial aspects of system development, including data management, optimisation, and security. However, my greatest enthusiasm lies in projects that result in visually captivating outputs, such as games, websites, and visually related AI. This led to my final dissertation in AI art generation using diffusion models.



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Education

- Oct 2020 - July 2023 Computer Science BSc at University of Warwick Achieved: High 2.1 (69%)
- Sept 2018 - June 2020 Sir John Deane's College A-Level results:
Three A*s in Mathematics, Further Mathematics, Computer Science
- Sept 2013 - June 2018 Lymm High School Ten GCSEs achieving 9-6

Extra curricular

- July - Sept 2023 Unity Junior Programmer Pathway
During this course I have reinforced a strong foundation in game development stages and concepts while also gaining greater comfort with a game engine such as Unity.
- 23rd June 2023 Lyft Virtual Experience Program
I refactored real-world code examples, applying design patterns and extended functionality using Test Driven Development.
- 19 - 20th November 2022 Durhack
Within a span of just 24 hours, our collaborative team effectively leveraged machine learning techniques to swiftly identify and eliminate redundant sensory devices that had been installed throughout the building.
- 26th - 30th August 2020 Durjam
I spent four days in my first collaboration on a project and gained first hand experience how important organisation and version control is to a team.
- March 2017-2018 Silver Duke of Edinburgh
This award challenged my leadership skills and endurance which also led to working in the community on improving our environment.

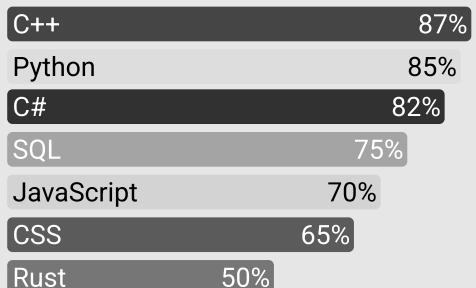
Work Experience

- 26 - 29th June 2023 Internship - IEUK 2023: Technology
During my IEUK Technology Internship, I developed skills in project management, online networking and gained practical experience through "Day in the Life" programs. Learning from industry experts like Google and Amazon, I completed a work project, incorporating self-assessment and peer review.
- Feb - April 2019 Work Experience - Knutsford IT
During a six-week IT internship, I gained hands-on experience solving common hardware and software issues, including hard drive cloning, OS settings editing, and malware removal.

Awards

- Gold in Senior Mathematics challenge
UKMT 2020, leading to participating in the Kangaroo Mathematics challenge
- Cambridge Admission Test
2019 CTMUA test
- Mathematics Prize
Sir John Deane's College 2019

Technical Skills



Personal Projects

- Asteroids C++ — 2023 - Ongoing
Created Asteroids using C++, SFML for 2D visuals and entt to learn and apply ECS design pattern.
- Rogue-Like Game — Summer 2022
Started as a group project but turned into a solo project to learn more advanced game development techniques using C# in the unity game engine.
- Uno Game — Spring 2020
I recreated UNO using Node.js as a server to run the game logic and socket connections for clients to make plays.
- Asteroids JS — Christmas 2019
I recreated the classic arcade game Asteroids to learn javascript and make use of the p5 library.