

Currently looking for an Industrial Placement from June 2022 onwards

My interests lie in the fields of Software Engineering/Development, Artificial Intelligence, Machine Learning & Data Science and Programming in general. I have a strong passion for solving complex technical problems, taking into account efficiency and performance. I am always on the quest for discovering new ways of coding algorithms, in order to better my knowledge and improve my skills.

Work History / Volunteering

Jul 2022	Birmingham 2022 Commonwealth Games Though not confirmed at the time of writing due to an upcoming interview process, I have sent an application to be a Volunteer for the Birmingham 2022 Commonwealth games.
Sep 2021 - present	Employee of University Guild of Students I am currently employed by the University of Birmingham too help introduce new students to the university, this involved roles such as: <ul style="list-style-type: none">• Welcome Visits – door-knocking in Bournbrook to introduce students to the Community Wardens.• Helping out with the Mentors stall, giving out flyers and speaking to students about the scheme.• Helping out in arrivals weekend, which included helping moving the luggage of new students to their new accommodation, introducing family and friends to the local area and answering any queries.• Helped to fill any out of hours job roles, necessary for the smooth running of events.
Oct 2019 - present	Student Ambassador <i>School of Computer Science, University of Birmingham</i> I am employed as one of approximately 20 Undergraduate Student Ambassadors who represent the School of Computer Science. <ul style="list-style-type: none">• Supporting new students coming to experience what the University has to offer.• This includes interacting with potential students, running tours around the campus and being knowledgeable about the key landmarks, as well as discussing my experience and answering their questions.• Being a good communicator - enthusiastic and positive, I enjoy the interactions and hope to put people at ease, alleviating their concerns and helping them to get a rounded and honest view from my perspective.
Oct 2020 - Jul 2021	Guild of Students, Society Committee Member CocSoc Publicity Officer.
Jan 2016 - present	Optique Opticians Ltd <ul style="list-style-type: none">• Worked as a receptionist, answering phone calls and booking patients for appointments.• Maintained the compant website to meet the requirements of the business.• Used QuickBooks to handle business payments and invoices• Formatted and cleaned CSV data using Python and further imported this data into Excel.• Implemented conditonal formatting on pre-existing Excel sheets used in the practice.• Collected and compared pricing data across competing retailers, presenting this data in a useable format.

Rahul
Gheewala

3rd Year Undergraduate
(First Class)



Personal Info

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Skills

Fast Learner
Hard Worker
Excellent Communication Skills
Ability to adapt to new situations
Leadership
Efficient
Responsible

Software

Java	★★★★★
Python	★★★★★
C/C++	★★★★★
HTML/CSS	★★★★★

Education

Oct 2019 - present	Computer Science MSci with Industrial Year <i>University of Birmingham</i> <ul style="list-style-type: none">• Year 1 Average - 74% (Concepts in Computer Science, Object Oriented Programming, Mathematical Foundations of Computer Science, Artificial Intelligence 1, Data Structures & Algorithms, Logic & Computation)• Year 2 Average - 77.5% (Functional Programming, Team Project, Systems Programming in C/C++, Software Engineering, Security & Networks, Artificial Intelligence 2)• Year 3 Average - Ongoing (Mobile & Ubiquitous Computing, Computer Vision and Imaging, Human-Computer Interaction, Intelligent Robotics, Machine Learning and Intelligent Data Analysis, Teaching Computer Science in Schools)
Sep 2016	A Level Study <i>Beauchamp College, Oadby</i> Mathematics (A), Chemistry (A), Biology (A)
Sep 2011	Secondary Study <i>English Martyrs, Leicester</i> GCSE 6 A* (Including Maths & Science), 2 A, 2 B, C

Projects

Dec 2020	Team Project Module <i>Snake PVP</i> This project involved creating a game in Java with the help of 4 other students in my cohort. We were examined on the game's Artificial Intelligence, Networking, Game Mechanics, User Interface, Audio as well as Team working skills, time management and efficiency. We achieved 82%.
Jun 2021	Software Engineering Module <i>CovidAid</i> This project involved creating a prototype of an app which has the potential to better humanity during the worldwide pandemic. This module involved using professional Software Engineering practices such as scrum, our final mark was 84%.
Jan 2021	Android Reminder App (Personal Project) <i>RemindMe</i> MedReminder is an Android App I made in Java using Android Studio for my mother. The app requires the user to input medications, asking when and how often they should be taken along with the number of tablets per serving. The app then provides a 30 minute and 5 minute reminder in advance to ensure the medication is not missed. The total course of the medication is displayed using a GUI, which shows a progress bar until completion.

Languages

English

Hindi

Achievements

NCS Completion, Achieved Gold in UKMT Senior Mathematical Challenge, Head of Year Award, Head of Department Business Award, Selected for UKMT Team Maths Challenge, Completion of Cubs and Scouts.