**Harry Kidston**

City, Country | Email Address | Phone | LinkedIn | GitHub/Website

**Technical Skills**

*Programming:* Java (expert), Python (intermediate), C/C++ (intermediate), JavaScript, Kotlin, HTML, CSS, React *Databases:* SQL, MySQL *Miscellaneous:* Git, GitHub, Docker, Unity, Windows, Linux

**Eduction**

**BSc (Hons) Computer Science*,* University of Warwick,** Coventry, UK Sept 2021 – June 2024 *Achieved 2.1 in Year 2*

 Relevant modules: Software Engineering, Logic and Verification, Algorithms, Web Development  *Final Year Project: Compression of AI weights for improving neural throughput.*

**Bath Secondary School,** Bath, UK Sept 2014 – July 2021

 A Levels: Computer Science (A\*), Mathematics (A\*), Physics (A)

 10 GCSE’s grade 9-4 including Mathematics (9), Computer Science (9) and English Language (8)

**Experience**

**Soꢁware Engineering Internship, XYZ Tech** London, UK June 2023 – Sept 2023

 Collaborated with multifunctional team of engineers and designers to develop a new product.

 Assisted in development of new product features primarily using C and C++ meeting project milestones. Conducted code reviews providing feedback to the team contributing to improving product reliability. Participated in project planning meetings gaining understanding of agile development processes using Jira.

**Maths Tutoring, ABC Tutors** Bath, UK Sept 2020 – June 2021

 Provided group tutoring sessions to school age pupils covering GCSE Mathematics curriculum.

 Adapted teaching methods to suit student needs and skill levels to ensure clear understanding of concepts.  Organised lesson plans and content in order to cover topics to required deadlines and manage time in class.

**Projects**

**Mobile Game Personal Project** *(Unity and Kotlin)* March 2023 – Present

 Independently designed and developed a mobile game for Android using Unity and Kotlin.

 Integrated touch controls, user interfaces, and game mechanics for an engaging player experience.

**Coursework Project** *(HTML, CSS, React)* Sept 2022 – March 2023  Collaborated with project team to design and implement a full-stack e-commerce website.  Developed the front-end using HTML, CSS, and React for enhanced user experience.  Integrated user authentication, product catalogue, and a shopping feature.

 Conducted regular code reviews and maintained project documentation.

**Hackathon Event** March 2022  Worked as part of a team during 24-hour hackathon to develop a solution for an environmental non-profit  Analysed issues under pressure to create a solution using Python and React delivering a working protype

**Interests**

Active member of University Chess club, organising social events and competitions for 100 members. Served ontechnical executive team contributing to the design, development and maintenance of the club webpages.

*References available on request.*