**PETER DENG**

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***UNIVERSITY OF SOUTHAMPTON, BSc, COMPUTER SCIENCE***

**Personal Profile**

Computer Science graduate with good professional I.T. skills, looking for graduate schemes, training opportunities and internship programmes to gain new skills and work experience. Skilled analytical person who works well independently and is willing to learn new software or programming languages.

**Core Skills**

**Programming languages**

* **Java** – 3+ years’ experience in coding with Java on University projects such as Computer Vision
* **Haskell** – Experience and knowledge from study at University
* **Bash** **script** – Experience and knowledge from study at University
* **Ruby** – Experience using Ruby
* **Python** – Experience with Python using Sci-kit Learn and Panda for Data Modelling
* **C#** -Experience in game development with a Game Engine; Unity
* **Knowledge of Linux Operating System, LaTeX, MATLAB, SQL**

**Multi-disciplinary skills and time management**

* Worked in **software engineering group projects** at University using **Agile** **framework**.
* **Organised review meetings** and **planned presentations** for stand-in clients with a team. Also have experience as a **confident speaker** in **presenting pitches**.
* Experience in **media and branding**, designed posters for a Gaming Society, helped coordinate teams competing in tournaments and assisted in **organising LAN events**.
* **Competed** in **competitive tournaments** during University semester.
* **Confident** and **efficient** at using **Microsoft Office** (Word, Excel, PowerPoint, Skype) and **Google tools** (Docs, Sheets, Drive, Form). Capable of using **Photoshop** and **Video Editing Software**.
* **Knowledge** of Microsoft Azure, and PowerShell.

**Language Skills**

* Fluent in **English** (Mother Tongue) and skilled speaker of **Mandarin Chinese**.

**Education**

**University of Southampton – Good Honours Degree in BSc Computer Science 2017 - 2020**

* *Final year Individual Project* – Game engine with Pedagogical Techniques for Secondary Education
* *Core Modules –* Cyber Security, Distributed Systems and Networks, Machine learning Technologies, Social Computing Techniques, Computer Vision,

**Beths Grammar School, Bexley, London – 5 A-Levels, 2 AS-Levels, 2013 – 2017**

2 **A’s** – Computing and Mathematics, 2 **B’s** – Further Mathematics, Physics, 1 **C** – Electronics, 2 **AS** – Chinese, Chemistry

**Beths Grammar School – GCSEs – 2012 – 2015**

8 A – A\* GCSE (Mathematics, Science, Mandarin Chinese, etc.)

**Work Experience**

* **Work placement in NHS South London CSU IT Support, June 2013** – Assisted in Customer Service, listening to calls, consulting NHS staff with IT issues, logging tickets and redirecting them to appropriate departments, PC maintenance and updating at NHS hospitals and GP’s, shadowed network security, stack development for business and database communication.
* **Tutor Assistant in Extra Tuition Centre in Greenwich, London, November 2016 to June 2017** – Assisted a teacher in tutoring students in Mathematics, English and Computer Science with main role in tutoring students preparing for GCSE.
* **Assistant Coach and Committee Representative in Volleyball and Video Game Society in University of Southampton -** Assisted in coaching 2nd men’s and dev team in volleyball. Managed student teams competing in Competitive Esports (*League of Legends, DOTA2, Rocket League)*, organised LAN tournaments and events such as *SouthLANder, League Realms*.
* **Website Development for Bexley Volleyball Club –** Designed and developed the website for Bexley Volleyball Club. Currently help maintain and update the website as webmaster (URL: <https://bexleyvolleyball.club/>).

**Personal Portfolio**

* ***Draft builder*** (**Web Application**) – Web Application that allows a user to input a team of champions for the game *League of Legends* and receive feedback. Data is stored in a google sheet and communicates with the app via Google API.
* ***Data Scraper*** **for User Rated Scores** (**Application**) – Working on small application to scrape data from user rating website (E.G. IMDB) for multiple-inputted users and analyse similarities with ML techniques, to allow users to see and rank what interests they share with other friends.
* ***Digital Doilies*** (**Application**) – A paint tool application was developed that can draw *Doily* patterns on the screen (University Coursework for 1st Year Programming). Written in Java.
* ***Ad-Auction dashboard*** (**Application**) – Software tool that reads and analyses data which then is presented on a dashboard for a client-user.
* ***Last Light* and *GreyWatch*** (**Video Game**) – Two game prototypes developed as coursework for University, written using Unity and C#.

**Achievements**

* **First place in a school-run Family Robot Competition**. The small window of time to design a solution and build terrain-crossing robots was challenging but an invaluable experience.
* **President of the School Council and elected member of Bexley Youth Council**, tackling youth-related issues like mental health and underaged smoking. Working in the council improved my confidence, speaking skills, responsibility, and leadership.
* **Won prizes in Public Speaking and Foreign Language Competitions** **in Mandarin Chinese** against other schools with excellence in confidence and vocabulary.
* **Professional Video Game Competitor in NUEL and NSE** (**University Esports Leagues**) competed nationally against the top of the country, finishing **5th** in Winter, **11th** in Spring and then **1st** place Summer Champion. Communication skills and teamwork were core in leading to the team’s success.

**Hobbies and Interests**

* **Video Games and Esports** –Like to play and study video games, narrative and level design. Also competed and have won Esports competitions like the NSE.
* **Volleyball** – Played for 2nd men’s team for University of Southampton. Played in the Bucs 2nd division of Southwest England and competed in the Hampshire League.
* **Personal Game Projects** – Aspiring to be a Game Developer, learning to develop games using many game engines tools and tutorials. Hopefully planning to develop my own largescale RPG.
* Like to research and read about **Ancient Civilisations**, **Historical Events**, and **Philosophy**. Interesting books include *The Stranger*, *Prince*, and *Nausea*. Very enthusiastic about Mythology and wish to make games inspired by my passions.

**References**

Available if required