

Roman Pretty

Software Engineer

I'm a second-year Computer Science student at Queen Mary University of London, consistently achieving First Class grades in all completed modules. My career aspiration is to excel in Software Engineering, innovating solutions for practical challenges.

Experience

2023 - Current

Demonstrator at Queen Mary University of London

Assisting in the learning and development of Computer Science for apprenticeship and first year students. Demonstrated the following modules:

IOT401U - Procedural Programming for Apprentice Students • ECS407U - Logic and Discrete Structures • ECS414U - Object Oriented Programming • ECS417U - Fundamentals of Web Technology • ECS421U - Automata and Formal Languages

2020 - Current

Video Game Mod Developer

Worked developing modifications for the video game Minecraft. Sustained through ad revenue and other projects, I learned how to respond well to a community, and develop and market unique solutions to problems.

2017-2019

Martial arts instructor at Tsunami Martial Arts

Instructed students from age 4 to adults in Shotokan Karate. In this job I developed key skills such as team leading, teaching and experience working with people of differing abilities.

Education

2022-2026

MSci Computer Science

Queen Mary University of London

2019-2021

A Levels

A*A*A with an A* in Computer Science
Wymondham College

Skills

Soft Skills

- Programming
- Leadership
- Teaching
- Communication

Technologies

- Java
- Python
- JS/TS
- React
- NextJS
- HTML + CSS

Contact

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