




# John Ross Munn

  
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Detail-oriented and highly motivated second-year Computer Science undergraduate. Brings a passion for technology and a solid foundation in mathematics, programming, and hardware knowledge. Highly collaborative with the ability to find and implement effective solutions. Currently seeking a placement opportunity to contribute diverse skillset and learn more about the computing industry.

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## Key Skills

**Interpersonal:** Communication (written and verbal), collaboration, leadership, motivation

**Organisational:** Diligence, proactive approach, organisation, complex problem-solving

**Industry:** Creative development, game design, 3D modelling, testing, troubleshooting, logical thinking

**Programming Languages:** Java, Python, C++, Raspberry Assembly Language ARMv32

**Web Development Languages:** HTML5, CSS3, JavaScript, XML & JSON, SQL, PHP

**Operating Systems:** Windows, UNIX, Linux

**Hardware:** Designing and building PCs, LAN/WAN configuration, device troubleshooting and repair

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## Education

### BSc (Hons) Computer Science, *University of Surrey*

2020 - 2024

- Year 1 Aggregate: 75%
- Relevant Coursework: Web and Database Systems, Foundations of Computing, Computer Logic, Programming Fundamentals, Software Engineering, Data Structures and Algorithms, Operating Systems, Java Memory Management System, SQL Library Database Website, Java Car Trading System, Java Database Software Using API, Hangman Using Assembly Language

### A-Levels, *ISC StudyGroup*

2019 - 2020

- A-Level Aggregate: 85%
- Pure Maths, Applied Maths, Physics, English
- Engineering Scholarship

### GEDs, *Light-Learning*

2018 - 2019

- Aggregate GPA: 3.3
- Social Studies, Science, Reasoning Through Language, Mathematical Reasoning

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## Projects

### Smart Contracts & NFT Generation

- NFT collection creation on the Solana Network using JavaScript to generate 9000 unique NFTs
- Deploying and developing Smart Contracts to create utility for the collection using JavaScript

### Unreal Engine C++ Game Development

- Creation of an open-world RPG with innovations in styling and coding in C++
- Honing skills in various aspects of game design, including modelling, blueprint design, and stylisation

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## Extracurricular Activities

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| • Student Mentor                       | 2019 - 2020 |
| • Deputy Class Representative          | 2019 - 2020 |
| • Committee Member, Video Game Society | 2020 - 2021 |

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*References available upon request.*