



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.

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++, Ruby, Raspberry Assembly ARMv32

Web Development Languages: HTML5, CSS3, JavaScript, XML & JSON, SQL, PHP, Ruby on Rails

Operating Systems: Windows, UNIX, Linux

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

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

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

Extracurricular Activities

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| • Student Mentor | 2019 - 2020 |
| • Deputy Class Representative | 2019 - 2020 |
| • Committee Member, Video Game Society | 2020 - 2021 |
| • Committee Member, Computer Science Society | 2021 - 2022 |

References available upon request.