

Ross Tinsley

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A Computer Science student with enthusiasm for programming. Versatile with a range of languages and techniques thanks to my experience in programming projects. Dedicated and hardworking with the ability to develop innovative solutions as well as creative user interface designs.

Education

Lancaster University – BSc (Hons) Computer Science

2018 – 2021

Classification Achieved: TBD.

Relevant Modules:

- Third Year Project: Artificial Intelligence and Digital Games
- Artificial Intelligence
- Software Development & Fundamentals of Computer Science (80%)
- Computer Science Group Project (70%)
- Internet Applications Engineering
- Social, Ethical, and Professional Issues in Computing (75%)

Bishop Heber High School

2011 – 2018

A-Levels: Computer Science: A, Mathematics: B, Economics: C

8 GCSEs (A-B) including English (A) and Mathematics (A). ECDL (Distinguished*).

Technical Skills

- Proficient in JavaScript, Java, Python and C# programming languages.
- Knowledge in Go, C, and Erlang.
- Experienced with HTML, CSS, and JavaScript in full-stack web design and development.
- Practiced in problem-solving and decomposition
- Experienced in Microsoft Office applications

Work Experience

Undergraduate Teaching Assistant

November 2019 – Present

Location: Lancaster University, School of Computing and Communications

Outline: Assisted in teaching a Computer Science minor module for first-year students studying a different major. This module consisted of eight different topic areas of Computer Science which students could pick from every 3 weeks. The module ended with every student completing a project based on their learning.

My Responsibilities:

- Assisting academic with teaching in a workshop environment
- Tracking attendance and progress of students in their chosen topic area
- Reading ahead on upcoming content to better help students
- Answering questions from students online outside of class

IT Teaching and Work Experience

July 2018 – July 2018

Location: Borderbrook Primary School, Tallarn Green.

Outline: Teaching a small group of pupils the basics of computational thinking and problem-solving through the use of Scratch and Sphero for a week. Additionally, I assisted staff with teaching and IT problems in the school.

My Responsibilities:

- Running a small workshop for teaching the basics of Computer Science
- Assisting staff in preparing the classrooms
- Assisting teachers by answering questions from pupils in any subject
- Solving IT problems for staff
- Creating a poster for an upcoming school concert event

Hobbies, Interests, and Additional Information

In my spare time, I regularly create new projects/problems and solve them using a variety of programming languages. For simple problems, I will use a less familiar language to improve my knowledge of it. I enjoy choosing computer parts for new builds and have built a couple of these for myself for both programming and gaming. My main fields of interest are developing software and artificial intelligence. Outside of Computer Science, I love travelling and learning Italian and currently can understand the basics of the language.

References

Professor David Hutchison | Academic Advisor, Lancaster University

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Dr David Harris | A-Level Computer Science Teacher, Bishop Heber High School

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