# *Ryan Palmer*

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## *SUMMARY:*

A hardworking, trustworthy, and motivated individual who enjoys working both independently and as part of a team.  My educational achievements and the skills that I have gained through volunteering/working make me adaptable, efficient, capable, and intuitive. Studying Maths, Computer science and Physics at Sixth form helped develop my problem-solving skills. Winning and taking part in several of my University's Hackathon events has helped me develop the skills necessary to be able to work in a fast-paced, collaborative environment. As an individual I am enthusiastic, honest, hardworking, and committed to whatever task I undertake.

## *TECHNICAL SKILLS*

| | |
|---|---|
| Languages | HTML, CSS, JavaScript, Java, Python, C#, Visual basic, UML |
| Frameworks | Flask, Bootstrap, W3.CSS |
| Developer Tools | Git, VS Code, IntelliJ, PyCharm, Unity |
| Databases | SQL(Oracle) |
| Game Development | Unity, Blockbench, C#, Github |
| Machine Learning | Tensorflow, numpy, matplotlib, Pandas |

## *EDUCATION*

2022-2026 Bournemouth University **BSc (Hons) Software Engineering**, Bournemouth University:

1st Year Units – Overall Mark: 71.18% - 1st class honours

Applications of Programming Principles 76%, Business Systems Analysis and Design 63.6%, Networks and Cyber Security 71.5%, Principles of Programming 73.5%, Data and Databases 85.6% and Computer Fundamentals 57% 2nd Year Units: System Design, Software Engineering, Project Management and Teamwork, Machine Learning 75%, Infrastructure Strategy and Application Programming

2020-2022 Gillingham Sixth Form **BTEC Level 3 Extended Certificate in Computer Science – Distinction** & A levels in Mathematics and Physics
EPQ Title: **How does an AI's performance change when used to complete a set of different retro styled games?**

2015-2020 Gillingham Secondary School 11 GCSE passes (7-4) including English language 5 and Maths 6

## *RELEVANT EXPERIENCE*

May 2023 – **Business Systems Analysis and Design unit – JP Morgan**

Responsible for:
• Designing a system based on a scenario by JP Morgan and presented it at an exhibition
• Working in a team using SCRUM methodology to produce a system concept for a mock investment bank.
• Using the MoSCoW methodology to prioritise system requirements.
• Using the System Development Life Cycle to organise tasks and work through them incrementally until we had a prototype system design.

November 2023 – **Bournemouth University x Teemil & ClickASnap Hackathon – Winners of the Development Prize**

Responsible for:
• Working as part of a team to build a working new link between the ClickASnap website (Photo sharing platform) and the Teemil storefront (Custom and eco-friendly T-shirt printing company) within one week.
• Using Replit to collaborate and create a demo webpage
• Using Generative AI to generate image captions, as well as a sketch version of the image
• Adapting ClickASnap's website to include a "Wear this Design" button, which takes the user to the ClickASnap storefront run by Teemil, by using the Teemil API to share image, a Generative AI image description, colour options and other features.

• Presenting the project at an exhibition

March 2023 – **Bournemouth University x ClickASnap Hackathon – Winners of the Teamwork Prize**
Responsible for:
• Developing a reel's feature, which would use an algorithm to suggest photos based on user preferences and enable easy implementation into a mobile app within one week
• Presenting the project at an exhibition

September 2022 – **Bournemouth University x 3SidedCube – Winning Group Prize**
Responsible for:
• Creating a design for an application to help people reduce carbon emissions then recording a presentation to showcase it.
Won September 2022 Bournemouth University x 3SidedCube Hackathon - Involved coming up with a design for an app to help people reduce carbon emissions.

May 2023 – Present – **Project Manager of Stage Zero Games**, Bournemouth
Responsible for:
• Designing 3D art in Blockbench
• Programming a game in C# and using Unity and GitHub
• Working in a team with designers and artists
• Developing own ideas and working from existing ideas
• Testing and debugging code

## WORK EXPERIENCE

May 2022 – Aug 2022 and Jun 2023 – Aug 2023 – **Assembly Operator at Dextra Group Plc** (Part time), Gillingham
Responsible for:
• Checking items are fully assembled
• Making sure safety protocols were followed

May 2021 – **Thales Work Experience Event**, Templecombe
Responsible for:
• Programming in C using an Arduino to create a temperature sensor
• Insight into what it's like to work in a Computer Science related career.
• Insight from Software and Mechanical Engineers

## RESPONSIBILITIES

September 2022 – Currently – **Student Representative**, Bournemouth University
Responsible for:
• Representing fellow undergraduate students and raise their concerns to the academic team
• Attend meetings with academics to raise students positive and negative feedback
• Assisting students in answering any common questions they have and pointing them to responsible bodies if they require further help.
November 2023 – Currently – **Events Manager,** Bournemouth University, Gaming Society
## ACHIEVEMENTS

**Duke of Edinburgh Award Bronze, Silver, and Gold**
Skills developed:
• Communication – Through my DofE volunteering which amounted over 130 hours
• Teamwork – I worked with 4 others to complete my three DofE expeditions.
• Self-motivation – I managed my academic studies alongside the completion of my DofE skills section (Learning to code in python) and physical section (Training at the Gym) for over a period of six years.

**British Physics Olympiad 2021 Senior Physics Challenge Bronze Award**


**REFERENCES AVAILABLE ON REQUEST**