Samuel J Venable

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Education

University of Nottingham | *2023 - Present*
Computer Science with Artificial Intelligence - 70% Average, *Predicted First Class Honours*

Barton Peveril Sixth Form College | *2021 - 2023*
A Levels - Maths (A*), Computer Science (A*), Further Maths (A), Popular Music & Jazz Studies (A*)

King Edward VI School, Southampton | *2016 - 2021*
GCSEs - 8 A*s, 2 As, including Maths and English

Professional Experience

IBM Year in Industry | *July 2025 - Present*
| Software Engineering Placement

- Working within the CICS Customer in Production team, acting as the first customer to test new versions as the client would.
- Set up transaction processing systems from a bank's perspective, providing feedback on how the process could be improved from the point of view of the customer.
- Gained experience using and implementing IBM's AI offerings; experimenting with agents and writing Python tools.

TwistMC Multiplayer Game Server | *October 2019 - May 2025*
| Java Software Developer

- Resolved issues, developed major new features and rigorously tested them before release, collaborating with a team of developers throughout.
- Liaised with the client to plan, build, optimise and release new game modes to retain and expand our player base of up to 1,000 players.
- Led recruitment efforts for hiring 2 new developers this year, ensuring that candidates possessed the right skills and team fit to be an asset.

IBM Work Experience with MQ Team | *September 2024*
| JavaScript Tool Developer

- Independently designed and built a test analysis tool to automate the search for common issues in failing tests using a JavaScript algorithm and a graph network.
- Produced a fully working prototype of the tool, which could significantly reduce time spent on manual checking while providing a deeper insight into possible issues.
- Presented to the SCRUM team, receiving strong feedback and adoption suggestions.

Highfield After School Club | *March 2022 - September 2024*
| Childcare Practitioner

- Supervised and engaged primary school children in activities, fostering a safe and enjoyable environment while mediating conflicts to promote positive interactions.

Skills & Interests

- **Programming Languages** – Proficient with Java, Python and C#, experience with many.
- **AI Implementations** – Created an effective Othello AI program using an implementation of the Minimax Algorithm alongside a heuristic function.
- **Algorithms, Data Structures and Efficiency** – 82% in this module and it's regularly used.
- **Music** – Achieved Grade 8 in Piano and Oboe, after 10 years of disciplined improvement.
- **Ice Hockey** – Compete in the BUIHA Division 1 with the Nottingham Mavericks.