Steve Van

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EDUCATION

University Of Sheffield

South Yorkshire, England

Computer Science (Artificial Intelligence) with an Industrial Placement Year BSc

September. 2023 - Current

• First Year – First Class With 76% Average

• Relevant Modules - Intro to Software Engineering - 77%, Machines and Intelligence - 81%, Web And Internet Technology - 76 %, Java Programming - 74%

Solihull Sixth Form College

West Midlands, England

Maths, Computer Science, IT

September. 2020 - June 2022

• Obtained A in Maths, A* in Computer Science and D* in IT

King Edward VI Sheldon Heath Academy

West Midlands, England

Maths, English, Chemistry, Art, Business, Physics, Biology, Geography

September. 2015 - June. 2020

• Obtained 7 in Maths, 6 in English, 8 in Chemistry, 7 in Art, 7 in Business, 7 in Physics, 7 in Biology and 7 in Geography

Work Experience

Receptionist

Mar. 2018 – Jul. 2023

Birmingham, England

Rosa Nails And Beauty

- Addressed and resolved customer inquiries, ensuring a high level of service satisfaction
- Scheduled appointments and coordinated dates for incoming customer requests efficiently.
- Managed customer requests and facilitated smooth business operations during working hours, supporting overall workflow and client satisfaction.

Volunteering

Social Secretary For Filipino Society

Jun. 2024. – Present

University Of Sheffield

South Yorkshire, England

- * Managed event promotions, outreach, and member engagement across various social media platforms, achieving a 15% increase across platforms.
- * Operated social gatherings and collaborative events with other student societies, enhancing the society's presence on campus.
- * Strengthened organizational, communication and leadership skills through active coordination of team efforts and planning.

Engineering Experience

Global Engineering Week, EWB Engineering for People Design Challenge Feb. 2024 – Feb. 2024 South Yorkshire, England

University Of Sheffield

- · Led a multidisciplinary team of six members to develop a solution, addressing deforestation in the Pu Ngaol region, utilizing sound sensors to detect illegal logging.
- · Achieved 90% grade through collaboration with team members from various STEM fields, providing constructive feedback and shared accountability.
- · Improved public speaking skills, ensuring smooth communication between colleagues during the duration of the project.
- · Gained valuable real-world experience in project management and cross-functional collaboration, offering a preview of the dynamics and challenges faced in the industry.

Story Sharing Platform | Ruby, Sinatra, Git, HTML, CSS, SQLite3

Feb. 2024 - Jun. 2024

- · Developed a full-stack web application for sharing and reading stories using Ruby and the Sinatra framework.
- · Implemented SQLite for database management, handling user data, story content and comments.
- · Incorporated **Git** as the version control system to collaborate with fellow team members.
- · Designed and implemented key features such as user authentication, story submission and commenting using routes.

Fujitsu WorkX Virtual Experience Program

Feb. 2022 - Feb. 2022

Fujitsu, SpringPod

Birmingham

· Simulated real-life work scenarios, strengthening knowledge in certain practices like Cybersecurity and Quantum Computing.

· Effectively managed time to balance academia with the demands of the program.

Aim Trainer | Unity, C#, MySQL, PHP

Sep. 2019 - May. 2020

- · Built a 3D aim training game using Unity and C#, designed to improve players' accuracy and reaction time through interactive, point-based tasks.
- \cdot Engineered the back-end using PHP and MySQL to handle user authentication and log player performance data
- · Stored end-game results in MySQL and used the data to provide personalized training recommendations for player performance improvement.

TECHNICAL SKILLS

Languages: Java, Python, SQL, JavaScript, HTML/CSS, Ruby

Frameworks: Sinatra, JUnit,

Developer Tools: Git, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse, Gradle

Libraries: pandas, NumPy, Matplotlib