SAMUEL FELTON

A Computer Science Student at the University of Sheffield passionate about intuitive design, detailed solutions to complex problems and learning from experienced professionals.

Personal Information

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Programming Experience

JavaScript, HTML, CSS *3 years*	**Java** *1 year*
Node.js, P5.js *1 year*	**VB.NET & ASP** *1 year*
Python *2 years*	**SQL** *3 years*
C *1 year*	**Ruby** *1 year*

Personal Education

University of Sheffield
September 2019 – 2023 (estimated)

Year 1
(2019-2020)

Global engineering challenge (engineers without borders)

Collaborated with a group of engineering students to develop a mock design for a **mobile application**.

Presented this application to 3 professionals and was **awarded** "Best Communicated Solution" and "The Dr Trish Murray Professional Behaviours Team Award".

Software Development group project

Implemented a fully functional web system to create and share bookmarked web pages for a model client with a team of Computer Science students.

Designed and wrote front end code (**HTML**, **JavaScript,** and **CSS**)

Work Experience

System Serve – Part Time Web Developer
July 2019 – Present

Google Maps Webpage

Worked with a small team to design and develop mapping software on the **Google Maps API Platform.**

Developed an algorithm in **JavaScript** to appropriately present densely clustered map markers to make the maps more legible.

Diocese of Winchester Inventory Database

Translated a large inventory dataset from a flat file database into a custom **SQL Server relational database.**

Developed an import routine with **ASP** and **SQL queries** to transfer five years of data into the new database.

Offline Webpage Research and Development

R&D into offline webpages, and constructed pages to demonstrate the capabilities of **service workers** in **JavaScript**.

Taught other employees how to implement these features into their own pages.

Year 2
(2020-2021)

Systems Design and Security Group Project

Currently working in conjunction with a group of computer science students to develop a university management system.

Colchester Sixth Form College

September 2017 – June 2019

A-Level Computer Science: A

A-Level Electronics: A*

A-Level Mathematics: A

Philip Morant School and College

September 2012 – June 2017

GCSE Mathematics: Grade 8

GCSE English Language: Grade 7

10 other GCSE grades ranked from C to A*

Diocese of Salisbury Automated Application System

Designed and wrote **HTML forms** for the application, vetting, and approval of new school governors, for the diocese of Salisbury.

Colchester Sixth Form College - Part Time Electronics Technician

October 2018 - June 2019

Repaired broken PC-microchip interface devices

Taught first year electronics students how to properly use the department's facilities

Restocked the department with the necessary components for the student's end of year engineering projects.

Extracurricular Awards

Colchester Sixth Form Text Adventure Competition

2018

Awarded "Best Text Adventure" in a competition against other Computer Science students.

National Citizenship Service

2017

Worked with a group of young adults to help renovate a local scout hut and rebuild their campfire facilities.

Rockschool Grade 6: Electric Guitar

2017

Trinity College London Grade 4: Drum Kit

2015

Personal Projects

Arduino

2019-Present

Designed and built a miniature arcade machine using *C* and the **Adafruit_NeoMatrix** Library.

P5.js

2018-Present

Developed many games and personal projects using **JavaScript**, **HTML** and the **P5.js** graphics library.

Personal Qualities

Focused on establishing strong relationships with team members.

Passionate about deep, engaging conversation.

Excited by alternative opinions, perspectives, and methodologies.

Enthusiastic about planning, acting on, and achieving difficult tasks through my own initiative.

Established record of planning my own workload and meeting predetermined deadlines.