Samuel Harwood

☑ samuelharwood3823@gmail.com in LinkedIn 🔗 samuelharwood.co.uk

Career Objective

I am a postgraduate student currently reading for an MSc in Cyber Security with experience working in fast-paced, agile teams, where collaboration and technical skills are essential. I'm seeking a career where I can make a tangible positive change.

Experience

Software Engineer Intern

June 2023 - Aug 2024

Publicis Sapient

- Created algorithms and trained machine-learning models on datasets of historical weather data to forecast renewable energy systems outputs.
- o Designed and built cloud-based data ingestion pipelines to process large, unformatted datasets efficiently.
- Collaborated within a team to meet weekly scrum deadlines, provide updates to senior members of staff and translate technical jargon for non-technical stakeholders.

Retail Team Member

Aug 2019 - Sept 2020

Greggs

- Gained invaluable interpersonal skills in a public facing role.
- Worked as part of a dynamic team in a high footfall shop, adapting to operational needs to meet customer demand and expectations.

Education

King's College London Cyber Security MSc

Sept 2024 - Current

The University of Lincoln Computer Science BSc

Sept 2021 - June 2024

Awarded First-class Honours

Relevant Modules:

- Problem Solving (76%)
- Team Software Engineering (80%)
- Cyber Security (67%)

Projects

Siren Detection and Recognition Machine Learning Model

- Trained and tested a convolutional neural network to detect and recognise different emergency service vehicle siren sounds, achieving an accuracy of 86%.
- o Tools Used: Python, Tensorflow, Android Studio

File-Sharing Home Server

- Configured a personal home server using Ubuntu Server to create a secure, organised file-sharing system
 with a focus on confidentiality, integrity and availability.
- o Tools Used: Linux (Ubuntu Server), Bash scripting

Augmented-Reality Educational Game

- An Augmented-Reality (AR) treasure hunt game for children, utilising raycasting and 2D image tracking as core gameplay mechanics.
- ∘ Tools Used: Unity, C#

Technologies

Languages: Python, C, SQL, HTML/CSS	
Technologies: Visual Studio, Microsoft Azure, MySQL, Linux, Cisco Packet Tracer, TensorFlow Awards and Certifications	
The Lincoln Award The University of Lincoln	2024
Azure AI Fundamentals Microsoft Technology Associate	2024
Azure Fundamentals Microsoft Technology Associate	2022
Networking Fundamentals Microsoft Technology Associate	2022