Samuel Harwood

Contact

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Projects

Search & sort algorithms – C#
Implemented searching and sorting algorithms, comparing time and space complexities on different data sets.

Sudoku - Python
Created a sudoku board which can be solved automatically or played in single-player.

'Three or more' dice game – C#
A dice game created to showcase the object-oriented features of C#.

Certifications

Career Objective

I am a keen undergraduate studying computer science. I hope to make a positive difference in the world. I am drawn to public service facing careers and believe that I need to seek out opportunities which offer me experience to develop this ambition.

Work Experience

Aug 2019 to Sept 2020

Retail Team Member – Greggs

Common in the technology industry is a feeling of being different, and difficulty in interacting with others. I needed to do something about my own challenges in this respect and took a public facing weekend job at Greggs. I learnt a lot in this position about dealing with the public, understanding people who presented differently to me and working as part of a team where others relied on me, and I relied upon them. Being in a small shop with a high footfall, leadership and teamwork were qualities which I quickly learnt in order to keep up with demand. I developed a reputation for my reliability as a team member among my work colleagues.

Education

2021 - Current

University of Lincoln
BSc (Hons) Computer Science
Relevant modules & grades:
- Problem Solving (76%)
- Object-Oriented Programming (74%)
- Computer Architectures (84%)

2021

King Henry School (A-Level)
- Computer Science (B)
- Biology (B)
- Media Studies (A)

2019

King Henry School (GCSE)
9 GCSEs grade 6-5, including Maths and English

Relevant Skills

Skill	Level
C/C++	Advanced
C#	Intermediate
Python	Intermediate
HTML/CSS	Basic
Microsoft Azure	Basic
Microsoft Office	Basic