Sean Gunn

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Personal Profile

A Sheffield Hallam University graduate Computer Science student with experience in C#, Java, C++, Angular, JavaScript, SQL, Mocha, Pytest, and even functional languages like Clojure. Keen to use my programming skills to help companies - with both frontend and backend development.

Education/Qualifications

Sheffield Hallam University, 2017-2020, BA (Hons) Computer Science - 2:2 (58%)

- I struggled over the years but managed to maintain an average of 58% over 3 years, with the higher of scores being team-based projects with testing elements.
- I undertook a final year research project of a damage calculator for League of legends, which used Angular 8 to calculate if the user would win vs a dummy user.

Modules include: Third Year Case Studies in Software Design (81%), Third Year Concurrent and Parallel Systems (75%), and Third-Year Programming "Things" (75%).

NVIDIA Deep Learning Institute: NVIDIA DLI Certificate - Fundamentals of Accelerated Computing with CUDA C/C++, 2020
- Learned basics of Accelerating Computing, with the use of GPU's and CUDA to increase the efficiency of a program.
- **link**: https://courses.nvidia.com/certificates/e3e4149a418945b7b136f062b71786f4

Danum Academy, Doncaster 2011-2016
A-levels: Statistics C, Mathematics E, Applied ICT E and Extended Project E.
GCSEs: German D, Computing C, Maths B, Science C, Geography D, and IGCSE English C

Work Experience

Volunteer Maths Assistant Teacher, Doncaster, 2016
- Helped students off many ages increase their maths skills.
- Learnt to be flexible and cope under pressure with class varying with sizes from 10 to 30.
- Helped to plan the lessons and make it as understandable as possible.

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Key Skills

Teamwork
- As part of my University work we had to work in the group and communicate with people I have not meet before and it worked perfectly.
- I played in my High School basketball team and learnt how to encourage and support me fellow team members by identifying their key skills and utilising my teammates to their best skills.

Problem-solving
- Over my years of learning computer science, I managed to fix many problems I/my teams meet by looking over the brief given to me/us in a suitable manner. And using my experience to fix the problem of the current predicament.

IT skills
- Extensive knowledge of Microsoft Office packages
- Create many websites for my own personal use, one of them being the website I use for my student work.

Hobbies and Interests

- **Sports:** In my free time I like to play team-based sports like football and basketball.
- **Video Games:** I also play a lot of multiplayer online games when I am not playing sports.
- **Creation of software:** Every once and a while I try creating applications in game engines like Unity and Unreal to learn new techniques.
- **Art:** I have been trying to get back into art with Kirta, which used to be my love as a kid.

Referees

Dr. Michael Meredith

Senior Lecturer and Course Leader for BSc Computer

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