Sebastian Waring

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Summary

- Gained valuable business insight during a 1-year placement at Withers LLP supporting and providing technical assistance to the London office and internationally.
- Won the Software Architecture Award at Made in Brunel for creating a **Java** program that procedurally generates mazes that are then solved by the Finch Robot in the most efficient way.
- Developed a **MonoGame** 'Shoot 'Em Up' for a University project utilising my self-taught **C#** skills.
- Designed and developed my own portfolio website in **HTML, CSS and JavaScript**, to exhibit all projects inside and outside of University.

Education

University – Brunel University London, Uxbridge   2015 – 2019
First Class Honours: Computer Science BSc (Hons) with Professional Practice.
1st achieved in key modules: Computer Science Project, Digital Media and Games, Software Engineering, Artificial Intelligence, Usability Engineering, Work Placement.

A level – St Dominic's Sixth form College, Harrow   2013 - 2015
3 A Levels including: Mathematics with Statistics and Mechanics (B), ICT (B), Design and Technology (D).

GCSE – The Harefield Academy, Hillingdon   2010 - 2013
4 A's in: Mathematics, French, Art and Physics. 4 B's in: English Language, English Literature, Chemistry and Biology.

Relevant Employment History

IT Support Analyst – Withersworldwide, St Pauls   June 2017 - 2018

My main role at Withers was to offer support and technical assistance to the London office as well as internationally. Logging all software and hardware calls received.

- Facilitated the move from 16 to 20 Old Bailey moving to an Agile working environment with the addition of Jabra elite 65e's and HP X2's .
- Responsible for creating new virtual desktops for all London based arrivals ready for when they start. Strong communication was required between HR, Training and myself, due to fast turn arounds.
- Understood the necessity of a well implemented change advisory board, having to deal with any issues that arose after a new update.
- Tasked with replacing all defective work iPhones. Saving all data, wiping the old iPhones and sending it to Apple Genius Bar. Setting up a replacement iPhone and claiming expenses.
- Trained up my replacement to be capable of taking over my responsibilities for when I leave.
- Passed 3-day ITIL Service Management course provided by Withers, which greatly helped me understand roles throughout the business and follow the ITIL Service Lifecycle utilised by Withers.
- Heavily involved in firm wide roll outs of: Duo, AirWatch.

Technical Projects

Final Year Project – Developed software in Java that procedurally generates random perfect mazes that a robot can find the shortest path through.

- Presented the final project to people in industry, judges and fellow students, winning Made in Brunel Software Innovation "L3 Software Architecture Prize 2019".

- Researched and implemented many different algorithms for randomly generating perfect mazes as well as solving the maze.
- Followed the V-Model methodology for the 6-month project and stuck to the milestones planned to ensure the completion of this large scoped project.
- Tested different robots before choosing the Finch Robot due to its ease of implementation and to direct.
- Performed integration tests regularly throughout the project.

Developed my understanding in: Java, Eclipse IDE, Finch Robot.

Game Development – Developed a Shoot 'Em Up in MonoGame for a 1-month coursework project.

- Built up my understanding on MonoGame a C# scripting language that utilises other .NET language.
- Planned out the game mechanics and physics of the environment based of research from games in the same genre.
- Implemented audio and outsourced the simplistic graphic design to improve the aesthetics and appeal of the game.

Developed my understanding in: MonoGame, C#, Visual Studio.

Android Development – Developed and tested a Brunel sports calendar app as part of a group project in Android Studios.

- A group assignment requiring planning, managing and communicating effectively building valuable team-working experience.
- Designed an app in draw.io and Photoshop, whilst keeping to strict requirements set in the design stage.
- Developed in Android Studio tested the compatibility with other Android devices to ensure optimal user experience on any device.
- Created a promotional website for the app using HTML and CSS.

Developing my understanding in: Android Studio, Java, draw.io, Adobe Photoshop, HTML, CSS.

Skills

Known Languages: Java, C#, .Net, Prolog, HTML5, CSS

Known IDE's and Engines: Eclipse, Visual Studio, Unity, Android Studio, MonoGame, Brackets

Other: Microsoft Office, Adobe CS5, Blender

Other Employment History

Volunteer - Barnardo's Work Experience, Pinner   2012

I volunteered to work at Barnardo's and had a wide range of different jobs.

- Working as a cashier developed my communication skills through dealing with a variety of customers.
- Kept to strict deadlines when sizing and pricing the stock.
- Many part-time volunteers with short hours, this helped develop a fast understanding with new employees.
- Worked alongside another full-time volunteer building up my teamwork skills.

Interests and Achievements:

Football – Organised a weekly 5-A-Side football whilst working at Withers, this involved gathering players, pre-booking pitches, collecting money from the players and balancing the teams. Since this was a success, became the Sports Rep for Brunel Esports Society and organised similar activities for a variety of sports.

Calisthenics – I was a very active member of Brunel Calisthenics. I often helped set up the equipment and taught the correct form to new members.

University Sports – Trained with multiple Brunel sports teams including Football, Frisbee, MMA, as well as competing in 3 esports teams, Rainbow 6, CSGO and Overwatch where we played other Universities in National University Leagues.

References – Available on request