Sebastian Waring

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Summary

- 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, Uxbridge   2015 – 19

First Class Honours: Computer Science BSc (Hons) with Professional Practice.
1st achieved in key modules: Digital Media and Games, Software Engineering, Artificial Intelligence and Usability Engineering.

A level – St Dominic's, Harrow   2013 – 15
3 A Levels including: Mathematics with Statistics and Mechanics (B), ICT (B), Design and Technology (D).

GCSE – The Harefield Academy, Hillingdon   2010 - 13
8 GCSE's at grade A-B, including Mathematics, English and Science.

Relevant Employment History   June 2017 – July 18

IT Support Analyst – Withersworldwide, St Pauls

During my 1-year placement my main role was to offer support and provide technical assistance to the London office as well as internationally, this included:

- Facilitating the move from 16 to 20 Old Bailey moving to an Agile working environment.
- Responsible for creating new virtual desktops for all London based arrivals ready for when they start, communicating with HR, Training and myself.
- Understood the necessity of a well implemented CAB, dealing with new issues after an update.
- Trained up my replacement to be capable of taking over my responsibilities for when I left.
- Passed 3-day ITIL Service Management course.

References - Available on request

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 "L3 Software Architecture Prize 2019".
- Researched and implemented many different algorithms for randomly generating perfect mazes as well as solving the maze.

Used in project: 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 languages.
- Implemented audio and outsourced simplistic 8-bit graphic design to improve the aesthetics and appeal of the game.

Used in project: MonoGame, C# / .Net, Visual Studio.

Android Development – Developed and tested a Brunel Sports Calendar app in Android Studio.

- A group assignment requiring planning, managing and communicating in weekly group meetings.
- Designed the app in draw.io and Adobe Photoshop.
- Developed in Android Studio, tested the compatibility with other Android devices.
- Created a promotional video in Adobe After Effects.

Used in project: Android Studio, Java, Adobe CS5.

Skills

- Languages: Java, C#, .Net, Prolog, HTML5, CSS.
- IDE's and Engines: Eclipse, Visual Studio, Unity, Android Studios, MonoGame, Brackets.
- Other: Microsoft Office, Adobe CS5, Blender.

Interests and Achievements:

Football – Organised a weekly 5-A-Side football for IT while at Withers. Since this was a success, became the Sports Rep for Brunel Esports Society and organised similar activities for a variety of sports.

University Competing – Trained in Brunel's Football, Calisthenics and MMA teams. As well as competing in 3 esports teams, CSGO, Rainbow 6 and Overwatch where we played in the National University Leagues.