

## PERSONAL STATEMENT

---

A Computer Systems Engineering Graduate that gained a passion for technology at a young age. Looking to push my problem-solving abilities to their limits and searching for positions that provide opportunities to do so. My hobbies include piano, video editing, graphic design, and gaming. I am a creative, driven programmer who is always looking for new ways to learn and tackle challenges.

## TECHNICAL SKILLS

---

Java, JavaScript, Python, C, C#, HTML/CSS, MATLAB, BASH/Linux, LaTeX, Verilog, Object Oriented Design Principles, Unit Testing

## EDUCATION

---

University of Warwick Sept 2018 – July 2021

Computer Systems Engineering (BEng) 2:1

Forest School Sept 2011 – July 2018

A Levels (A\*A\*A\*AA): Maths, Physics, Extended Project Qualification (Full Marks), Computer Science, Further Maths. 10 GCSEs including Maths, English, and Sciences (5A\*s, 5As)

## PROJECTS

---

### AI that competes in Super Smash Bros. Melee (3<sup>rd</sup> Year Project)

- Built an **Artificial Intelligence** system that plays the game at human expert level
- Developed a suite of **Unit tests**, tested different AI frameworks to implement in **Python**

### Derivative trading system

- Programmed using **react.js**. Produced an intuitive user-interface.
- This project required **communication**, **organisation**, and **management skills** to ensure a healthy development cycle and an excellent interface between **front and back-end systems**.

### Space Invaders designed on an FPGA

- Programmed a Space-Invaders variant using Verilog for an Nexys4DDR FPGA Board.
- Clock synchronisation, pixel management, image translation, look-up table manipulation.

### 2D Multi-Player Capture the Flag Game for Android Devices

- Designed and implemented the levels and game environment as part of a 2-person project.
- Achieved **good customer communication** to ensure project success.

## EXPERIENCE

---

IT Consultant for SAMAFAL June 2018 – Present

- Managed and upgraded the systems and business software used through:
  - Analysing the needs of the client** and their software's performance demands.
  - Isolating key devices that were responsible for business productivity bottlenecks.
  - Balancing the budget provided to the system and software upgrades necessary.
- Trained employees to recognise, prevent and handle cyber threats. This included:
  - Phishing email identification, password safety, handling social engineering attempts.
- Strengthened business cyber security by
  - Monitored workforce information channels for malicious activity.
  - Identified and sourced the best cyber security tools for the client's needs.
  - Handled the security of company backup systems, data and network access.

Freelance Video Editor and Graphic Designer May 2019 – Present

- Created videos which have garnered 50,000 social media impressions.
- Commissioned to design graphics and edit videos for multiple streamers.
- Designed weekly tournament graphics