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EDUCATION

King's College London   2021-Present

London, UK

- Currently studying for the second year of the BCs Hons Computer Science with a Year in Industry course with an expected graduation of May 2025.

- Averaged 71.5% in year one and 72% in year two – on track for a First-Class Hons Degree.

King's School in Macclesfield   2007-2021

Macclesfield, Cheshire, UK

- 11 GSCEs - 3x9s (Computer Science, Biology, German), 4x8s (Maths, Physics, Chemistry), 3x7s

- 3 A-Levels - Computer Science (A*), Mathematics (A), German (A)

- Extended Project Qualification (B) - How influential will quantum computers be in the development of a new cure for Alzheimer's Disease?

PROJECTS

Greggor Financial Companion   January - March 2023

A website made to allow for users to track income and expenditure using gamification to encourage users to stick to their goals. Made as part of a coursework at King's College London.

- Partook in a website development project using Django, Python, and HTML.

- Developed the front- and backend of the system which allows the

- Incorporated package APIs to allow to up-to-date conversions between currencies.

- Developed the gamification elements of the system such as adding a fun, interactive mascot to encourage users to stay within targets and user groups to allow for friendly competition to encourage meeting targets.

- Used Git and GitHub to employ automated testing protections on master and peer code approval and reviews to maintain code quality and ensure functionality.

- Developed as part of a group of 8 and I gained a provisional mark of 93%.

- Link to website: greggorfinancialcompanion.pythonanywhere.com/

Music School Management System   November - December 2022

A website made to allow for users to book lessons for a Music School. Made as part of a coursework at King's College London.

- Partook in a website development project using Django, Python, and HTML.

- Developed the front- and backend of the system including the ability for users to make requests and admins to accept and manage these requests via the admin backend.

- Utilised theoretical knowledge gained from the Database Systems module to implement a Relational Database using SQLite.

- Used Git and GitHub to employ automated testing and branch usage in order to ensure good coding practices and working code.

- Link to website: macoder.pythonanywhere.com/

BlackRock Hackathon   November 2022

Partook in a hackathon sponsored by BlackRock where I collaborated with new people to develop and learn new skills.

- Helped to develop a simple system for reporting crime.

- Partook in various workshops to develop key skills in industry such as how to use Google's GRPC.

AirBnB Emulator   **March 2022**

A program made to emulate an online lodging marketplace, such as AirBnB, made as part of a coursework at King's College London.

- Led and managed a functioning Java program as part of a group of four.

- Optimised the program to be able to be able to import and handle tens of thousands of records without any detrimental effect on the front end.

- Gained a stronger understanding of GitHub and its collaborative programming features such as branching and making use of the issues board to record problems.

Savannah Simulation   **February 2022**

A program made to simulate a rudimentary Savannah made as part of a coursework at King's College London.

- Programmed a simplified simulation of a Savannah in Java using many factors such as different types of animals, the availability and growth of plants, and weather simulation.

- Completed the task as part of a pair where we divided decomposed problems into smaller tasks and collaboratively solved problems.

- Engaged in various methods of collaborative programming such as pair programming and using local repositories, such as GitHub.

- Optimised the program to run faster and allow for larger and more extensive simulations.

Footy Rush   **2019-2022**

Mobile game launched on the iOS App Store.

- Single-handedly designed, coded, and launched a mobile game.

- Coded all the scripts in the Unity Engine using C#.

- Developed the game for the PC as part of my A-Level coursework.

- Wrote extensive documentation and used an agile method of development.

- Further developed the project after the completion of my coursework to be launched on the iOS App Store.

- Self taught myself C# using documentation and various internet resources.

Barclay's Tech Innovation Challenge   **December 2019**

Knutsford, Cheshire, UK

- Winners of the intra-school competition and became representatives for the school in the finals.

- Collaborated in a small team to brainstorm and present the overcoming of current issues at Barclay's such as financial literacy and environmental impact.

- Presented our solutions in front of a panel of judges from Barclays as well as the other representatives from other schools.

SKILLS & QUALIFICATIONS

Programming

- Knowledge and experience of a variety of programming languages such as Python, Java, C++, Scala, and C#.

- Learnt Java, C++, and Scala and further studied Python during my time at University as part of individual and group projects.

Group Programming Projects

- Experience participating in and leading group programming projects.

- Knowledge and experience using local repositories, such as GitHub, to code and organise projects.

Sailing Instructing

- Qualified Dinghy and Assistant Instructor and qualified First Aider

DofE

- Completed bronze, silver, and gold DofE.

- Collaborated as part of a team to work towards a goal and deal with challenges in order to remain self sufficient as a group.

ACHIEVEMENTS & OTHER POSITIONS OF RESPONSIBILITY

Hockey 2nd XI Captain   **2022-2023**

I am the captain of the King's College London Men's Hockey 2nd XI Captain for the 2022/23 hockey season. In this role, I organise and lead the team including setting and changing tactics as well as leading team talks.

Key Points

- Organising fixtures, umpires, and teams during the 2022/23 season.

- Helping plan and co-lead regular training sessions on Mondays and occasionally on Wednesdays.

- Creating, conveying, and changing tactics throughout the game and the season.

WORK EXPERIENCE & VOLUNTEERING

Barista/Waiter   **2021-2022**

Galley Coffee Shop, Rudyard, Staffordshire, UK

I work part-time at a local coffee shop in a wide range of roles due to the small size of the business. This including washing-up, being a waiter, and being a barista.

- Collaborated with colleagues in a fast-paced environment to deliver great service to the customer.

- Experience in customer service with people from different backgrounds.

Dinghy Instructor   **2018-Present**

Rudyard Lake Sailing Club, Rudyard, Staffordshire, UK

I have been volunteering for my local sailing club in the position of a sailing instructor.

- Over 100 hours of volunteering experience as a Dinghy Instructor.

- Planned, supported, and led a variety of sailing and sailing theory lessons.

- Experience teaching and working with a wide range of age groups and abilities from novice children to experienced adults.

- Worked with other local groups to provide experiences or training for a variety of different causes. For example, we held a day out for the local Gateway group who help those with learning difficulties.

- The position often requires lots of agile adaption of plans due to the unpredictable nature of the weather.