Oliver Brown, Second Year Computer Science Student

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WEBSITE LINKS

Personal Portfolio, LinkedIn, Github

PROFILE

A hard-working and dynamic university student proficient in Java, Python and C passionate about software development and creating software solutions to real world problems. Currently seeking a software engineering internship to apply my programming expertise and collaborate with other programmers in a real-world professional environment.

EDUCATION

Sep 2022 — Present

Computer Science BSc, University of Warwick

Achieved a 2:1 in my first year. The key modules I am taking this year are Software Engineering, Algorithms, Database Systems and Artificial Intelligence

Sep 2020 — May 2022

IB Diploma, Dartford Grammar School

Scored 43 out of 45 points - Achieved a 7 in all of my higher level subjects: Physics, Mathematics and Computer Science.

EXPERIENCE

Jul 2023 — Sep 2023

Tech Tutor, Funtech   London

- Took a lead in teaching young learners Python programming, including OOP and Tkinter
- Delivered informative presentations to students, which I linked to each student's hobbies and interests to keep them engaged with the Python course

Sep 2023

Forage Virtual Work Experience

- Completed a virtual course on Forage for J.P Morgan, where I was given tasks to fix repository files for client web applications
- By using J.P. Morgan Chase's open source library Perspective, I designed visually appealing live graphs for traders to be able to read stock data efficiently, which enhanced the user experience

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SKILLS

- Java	- HTML, CSS, JavaScript
- Python	- Flask, Bootstrap frameworks
- C	- Object-Oriented Programming
- SQL	- Github/Git

PROJECTS

Portfolio Website

- Constructed a minimalistic user interface for a personal portfolio website with interactive features by customising the CSS, HTML and JavaScript of a Bootstrap template
- The website is hosted through GitHub Pages, which is based from a repo that I manage

Connect 4 AI Using Minimax

- For part of my coursework at University of Warwick I successfully developed an AI to play Connect 4 optimally against another optimal player
- Implemented a Minimax algorithm with alpha/beta pruning, and optimised this using specific move ordering to maximise pruning of nodes, thus maximising performance of the algorithm

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INTERESTS

- Practicing on the piano
- Playing tennis
- Cooking