



Profile

I am an enthusiastic 3rd year BSc Computer Science student (expecting a minimum 2:1) at the University of South Wales. With a passion for computers and programming, I am interested in pursuing a career in software development and similar positions in the technology industry.

Education

University of South Wales – Treforest, Wales

2021-Present

BSc Computer Science – BCS & Engineering Council Accredited, NCSC certified

Current modules:

*Computer Networks**, *Individual Project*, *Parallel & Concurrent Programming*, *Intelligent Systems*, *Robotics & Autonomous Systems**.

Year 2 modules:

Databases & Data Modelling (1st), *Data Structures & Algorithms With OOP (2:1)*, *Event Driven & GUI Programming (1st)*, *OS Concepts (1st)*, *Professionalism & Employability (2:1)*, *Secure Software Development (1st)*.

Year 1 modules:

Computer Systems Concepts (1st), *C++ Programming (1st)*, *Information Management, Assurance & Security (2.1)*, *Mathematical Tools for Computation (3rd)* and *Professionalism & Employability (1st)*.

Coleg Sir Gâr (Graig) – Llanelli, Wales

2019-2021

A Levels: *Computer Science (C)*, *Physics (B)*, *Geography (A)*

Ysgol Glan Y Môr – Burry Port, Wales

2014-2019

GCSEs: 11 GCSEs A*-C:

Welsh, *Physics*, *ICT*, *Chemistry*, *Biology*, *Geography*, *English*, *Product Design*, *Numeracy*, *Maths*

Key Skills

Tenacity, Determination and Development

Taking feedback and constantly reflecting on how I have completed something I take as a critical component in producing the best work I possibly can. Further, with my work, I like to go as far as possible regarding included features, functionality, and refinement. I always look for new ways to do something or to advance what I have already created. For the last Event Driven coursework, I worked on a library that I believed would increase the quality of the final product (marks pending). Regarding non-technical development, I constantly reflect on my work, process and progress, thinking about improvements I can make for the next task or project. Further, I ensure I understand the feedback given to me and how I can use it to create strategies for improvement.

Outside university curriculum

While most of my skills are used within my academic work, I also develop them beyond the curriculum. In my spare time, I often have at least one ongoing project I am working on. I have worked a bit with graphics for the past few weeks across several projects. The first one was a graphical library that produces GUI dials. Whilst waiting to release it publicly, I have been working on a basic paint program (AJPaint) and a graphics engine (AJGraphicsEngine) using the same tools.

*Both starred modules start in the '24 spring term

Work Experience

Pembrey Airport

July 2021 – ongoing?

Technical Support – My role is primarily to give technical aid to the airport's Director, such as setting up the printer and troubleshooting email issues. This allows me to develop my problem-solving skills and communication further. I've also previously helped refuel aircraft and helped steward during an airshow.

USW Accommodation

Aug 2022 – Sep 2022

Summer Work – During the summer, I worked in a team sorting out rooms on campus that were being rented out. The team-based nature of the work helped boost my confidence and communication skills. Due to my dependability and commitment, I was assigned more responsibilities and was put forward for extra opportunities within USW Events, such as helping out with WelcomeFest.

Harbour View Gifts & Sweets

May 2017 – Mar 2018

Shop Assistant – I was primarily tasked with cleaning the displays. However, I also aided the shopkeeper in managing and organising stock.

Hobbies & Interests

PC Gaming – Alongside an interest in software engineering, I enjoy working with modern computer hardware. I've built and upgraded a few computers over the years. They're primarily for playing games like *Space Engineers* and *Satisfactory*, but it's also what I primarily use to program at home.

Arduino & Pi – I've recently been interested in programming small devices. I've played with an Arduino UNO board and purchased two Pi 3B+'s, so I can play with wireless communication (primarily Bluetooth) and use them in my coursework.

Programming – I enjoy coding small personal projects in my spare time. /*Insert latest coding project here*/

Reading – I'm currently finishing *Leviathan Falls* (the last book) from *The Expanse* series.

Note: For academic integrity, I've been advised not to share my coursework repositories publicly. The private GitFront links will allow you to view select private repositories. GUI_Dials will be made public after marks for the coursework I used it in are released.

CPP1-QuoteCalculator: <https://gitfront.io/r/TiredAJ/r6CL1aHDRYri/CPP1-QuoteCalculator/>

CPP2-TakeAwaySys: <https://gitfront.io/r/TiredAJ/ArapGjTC2krh/CPP2-TakeAwaySys/>

AssemblyConverter: <https://gitfront.io/r/TiredAJ/pfKUWqd7VrEw/AssemblyConverter/>

VendingMachine: <https://gitfront.io/r/TiredAJ/gbysT6zzMgPo/VendingMachine/>

GUI_Dials library: https://github.com/TiredAJ/GUI_Dials or <https://gitfront.io/r/TiredAJ/i5ATHRSjMxKf/GUI-Dials/>

AJPaint: <https://github.com/TiredAJ/AJPaint>

AJGraphicsEngine: <https://github.com/TiredAJ/AJGraphicsEngine> (current project)

References given on request.