



Profile

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

During my time at USW, I've learnt how to work in a team to accomplish a task effectively. As part of my professionalism module, we are developing a payroll program in C# using WinForms and Postgres for the database.

Education

University of South Wales – Treforest, Wales

2021-Present

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

Current modules:

*Databases & Data Modelling, Data Structures & Algorithms With OOP, Event Driven & GUI Programming, OS Concepts, Professionalism & Employability, Secure Software Development**

Year 1 modules (completed):

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've completed something I take as a critical component in producing the best work I possibly can. I'm using this to ensure my current project's the best it can be whilst reflecting on it to ensure the next one is better. Further, with my work, I like to go as far as I can regarding included features, functionality, and refinement. I always look for new ways to do something or how to advance what I've already created. For my current Event Driven coursework, I've been working on a library that I think would increase the quality of the final product. Regarding non-technical development, I constantly reflect on my work, process and progress, thinking about how to do it better 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'm working on. I've been working with a graphics API for the past few weeks to develop several projects. The first one was a graphical library that produces GUI dials. Whilst waiting to release it publicly, I've been working on a basic paint program using the same tools (AJPaint) and a graphics engine (AJGraphicsEngine).

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 acted as a steward for airshows.

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 – I've been building and upgrading my PC for the past few years, mainly to play games such as Space Engineers and Satisfactory, but it's also what I 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 I've purchased two Pi 3B+'s so I can play with wireless communication (primarily Bluetooth) and to use them in my coursework.

Programming – I enjoy coding small personal projects in my spare time. I'm currently working on a pathfinder for a mesh of nodes.

Reading – I'm currently reading *Babylon's Ashes* from The Expanse series.

Club – I'm a member of the code and robotics club, where I'm currently working with an Anki Vector (named Socks →) for a football league.



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>

References given on request.