Alexander James Norris

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Portfolio: https://github.com/TyrantDA/Portfolio

Personal Statement:

I am a second year Student from the University of East Anglia (UEA), studying Computer Science and would like to expand on my experience in the field of games development. I possess the key skills require of your interns such as good problem solving, Mathematical ability and I am extremely passionate about games development. I am a very creative person and believe that this will help me in my work. I also am very diligent when given a task that I understand and am confident when working collaboratively.

Education:

University of East Anglia - BSc in Computer Science with a Year in Industry, 2018 - 2021

First Year: Second Class – First Division

Best modules: Programming 1, Compute Principles, Database System

Key Year Two modules: Programming 2, Computer Graphics, Software Engineering, Data Structures and Algorithms and Architectures and Operating Systems

University of East Anglia - Foundation Degree in Applied Computing, 2017 - 18: First class

A-levels: Geography-B, Physics-C and ICT-B

GCSE: 1 A*, 3 A, 1 B, 1 C including Maths and English

Technical Skills:

Programming:

Java: I understand this language very well and am confident in object orientated programming. In my coursework I constructed a system that could be used to store a list of albums which can be organised in several different orders and can be used to search though. I have also created a programme that can play the card game Whist, using basic AI or a human controller. Alongside this I designed a more advanced AI system which employs card counting to win, I reserved a mark of 85% for this piece of work. Also, I have constructed experiments to determine more efficient programmes in my data structures and algorithms module.

C/C++/C#:   First language I learnt a university was C++ in the foundation year. I am learning C and C# in the second year and am very much enjoying it. This can be seen in the fact that I have recreated my albums system in both C and C++. I have also created a game titled Bulls and Cows in C++. I have done one C# project in software engineering where we use the Kanban Agile development process to develop a study planner.

OpenGL: I am learning this language this year and find it very interesting. Although I do not yet have a complete understanding of this, I will do by the end of this year after studying this as part of the course. This will consist of building a 2D platformer.

ARMv7-A assembly:	I have learned how to programme in this assembly language. I achieved 100% in the coursework on data structure and algorithms. This coursework required me to create a cipher which encrypts and decrypt messages.

Strengths:

Team player:	During my school education I have been required to work in groups many times, helping me to become an effective team worker. As well as this I completed bronze and silver DofE (Duke of Edinburgh award). These experiences have allowed me to understand how group work is handled. More recently I have had to do group work for coursework at university especially in my system development and software engineering modules. Throughout these many projects I have learnt how to communicate my point and be flexible to the ideas of others, as well as use several different agile development process.
Leadership skills:	I was a young leader in Cubs for many years. During this experience I became the lead supervisor of activities and ran many wide games. I learnt how to effectively organise and engage groups, especially younger people.
Problem solving:	I have always enjoyed puzzle and logic problems since I was young. This is the main reason I picked a computer science course. During my time at University, when given a problem I have enjoyed using my knowledge to figure out a solution.
Patience:	I build models in my spare time which requires a lot of patience and concentration. This activity has allowed me to develop my concentration skills. I have put this in to use in many fields of my study when developing my own software.

Work experience:

Aston Analytica – July 2018 – August 2018

Temporary role: Stock taking for a group of London Hospitals on behalf of the NHS

Through this experience I learnt a lot about database structures, computer systems and real-world organisations. It also gave me some management experience as most of the stock-rooms were disorganised which required me to coordinate with colleagues, so we did not check the same stock twice. This role required team-work and an understanding of the system I was using.

Other skills:

Editing:	I am self-taught and mostly use movie maker as it was the only editing software, I had access to. This meant that I had to come up with creative ways to edit with the limitations of the software.
Designing:	I can design posters, thumbnails and banners. I am self-taught and mostly create end cards and video thumbnails. This was mostly done using Microsoft publisher, but I can also use Photoshop and GIMP.
PowerPoint:	At school and university I have done a lot of presentations for projects. I am good with layout, image placement animation and scripts.

References are available on request