

Leo Tyte

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About me

Motivated second year Computer Science with Software Development student with a strong understanding of theory and application of computer science and software development. Passionate about applying software development skills to real-world challenges while expanding my knowledge and skills through experience in the field. Seeking a Software Development Internship for 2026/27 as part of my Year in Industry.

Education

University of Liverpool (2024 - 2028)

Programming Language Paradigms:	72%	Designing Systems For The Digi:	69%
Data Structure And Algorithms:	71%	Foundation Of Comp Sci:	75%
Intro Artificial Intelligence:	86%	Analytic Techniques:	76%
Object Orientated programming:	81%	Computer systems:	58%

Average: 73.5% (First Class Honours)

Ipswich School (2017 - 2024)

A-levels: Mathematics [A] Computer Science [B] Economics [C]

GCSEs: 10 higher GCSEs achieved, all at grade 7 or above including mathematics, english and computer science

Experiences

- The Cretingham Bell (2024 June - September)
 - Front of house position - developed strong customer-service and communication skills through front-of-house work in a fast-paced hospitality environment.
- The White Horse Inn (2025 June - September)
 - Front of house position - built experience in customer interaction, cleaning, and service preparation while managing varied front-of-house responsibilities.
- Volunteering (2023 January - May)

- Teaching assistant - assisted children with learning activities, strengthening my patience, communication, and supportive teaching skills.
- COMPSOC social secretary (2025 December - present)
 - Member of the computer science committee with position of social sec acting as coordinator for social events as well handling social media presence and engaging with members of the society
- Liverpool city region combined authority (2025 November - present)
 - Originating for the NextGen Homehack and extending into direct collaboration with an interdisciplinary team to analyse and improve an AI-driven housing data visualisation tool. Gained experience in AI, data analysis, UX and software development, and delivered a professional pitch to industry stakeholders, strengthening communication and teamwork skills.

Previously involved in a business enterprise group working collaboratively with a small team to plan, launch, and operate a for-profit business, gaining hands-on experience in teamwork, project planning, financial management, and problem-solving within a real commercial environment.

Also a member of a variety of social groups such as mountaineering providing opportunities to build teamwork, leadership, and technical engagement outside of formal studies.

Projects and technical abilities

- Web based educational idle game
 - Gained experience in development using DHTML with a focus on improving design and documentation process
- Passion project of a java minesweeper based game
 - Self-driven game development focusing on object orientated programming, user interface and game logic further improving coding ability
- Deployed my own AI powered recipe finder website
 - Expanded ability to code in DHTML while learning and employing important core concepts such as: GitHub, website management, artificial intelligence, APIs, back-end encryption and search engines
 - <https://many-ingredients-no-recipe.vercel.app>
- Various large scale coding assignments in university dealing with data handling, I/O systems, UI design and more
 - Improved skills and furthered knowledge in software development within a professional and graded setting across a variety of situations, languages and environments

Over 2 years of experience coding in VScode IDE, engaging with online communities such as GitHub and Stack Overflow and self teaching through online courses and websites including The Open University, W3Schools and Codecademy

Experience and skills coding in the following languages:

