








# ADAM SUTHERLAND

 Aberdeen, Scotland |  adam@adsuth.com |  07510 977567  
 adsuth.com |  github.com/adsuth |  linkedin.com/in/adsuth

## Education

 **Robert Gordon University** BSc Computer Science Honors Sept 2020 – Present

 **Advanced Artificial Intelligence** *Python, scikit-learn, TensorFlow*

- Investigated Machine Learning methods to create a pipeline that attempt to predict if a forum user had potential mental health concerns.
- Explored representation learning methods such as *Word2Vec* and *USE* combined with classifiers like *KNN* and *Neural Networks* and to perform natural language processing on text-based user posts.

 **Mobile App Development** *Android, Java, SQL*

- Developed a full-stack *Guess The Pokémon* mobile game application with *Android Studio* that used data from the *PokéAPI* REST API.
- Employed a *RoomSQL* database to store both the retrieved content and the user's progress to allow for offline play.

 **Advanced Web Development** *Node, EJS, Express.js, MongoDB*

- Built a mobile-first full-stack *Pokémon* team builder web application with user account management.
- Utilized *EJS* templating with *Express.js* to create a dynamic front-end. Implemented *MongoDB* to store user data, including the user's account information, created teams and individual *Pokémon*.

## Experience

 **Software Engineer Intern** Dematic – Aberdeen, Scotland June 2022 – May 2023

- Operated as part of a small agile team to build solutions tailored to the specifications of our clients.
- Presented team's work to clients, walking through the capabilities of what we had created.
- Iterated alongside warehouse engineers to resolve issues with the system, making use of a *Jira* kanban board and *Mercurial* version control to track changes.


## Projects

 **Wikipedia Guessing Game** *JavaScript, HTML, SCSS* [github.com/jrsu/wikipedia-game](https://github.com/jrsu/wikipedia-game)

Co-developed a novel daily game in which players must guess the top *Wikipedia* articles of a given day.

 **SpellCheck** *React, Chakra UI, TypeScript* [github.com/adsuth/spellcheck](https://github.com/adsuth/spellcheck)

Developed a Spelling-Bee game in which the player must spell a random set of 10 words in sequence after each is spoken and used in a sentence.

 **Better YT Shorts** *React, JavaScript, CRXJS* [github.com/ynshung/better-yt-shorts](https://github.com/ynshung/better-yt-shorts)

- Worked on an open-source web extension that aimed to improve the user experience on *YouTube Shorts*.
- Streamlined development by porting the front-end to *React*, worked to resolve tickets from the 30,000 users of the extension.

## Technologies

**Languages:** JavaScript, TypeScript, Python, Java, C, C#, HTML, CSS

**Technologies:** React, .NET, MongoDB, Google Colab