Alfie Rushby

Undergraduate, University of Nottingham

+44 07766 122932

rushbyalfie99@gmail.com

Who I am

I am a second year student studing Computer Science and AI at The University of Nottingham. I have particular experience in C#, Vb.net, C, Lua, Python, Java and Haskell. I enjoy all aspects of Software Agile Development, particularly designing software systems.

Education

BSc Hons Computer Science with Artificial Intelligence, *University of Nottingham*. September 2021 – Now

- Average ~85% Grade for first year.
- Experience on the languages C, Java, Haskell and Python.
- Modules include a focus on practical software management and development, including a module focused on all stages of software engineering and agile methods.

9 GCSEs, **4 A-Levels**, *Biddenham International School and Sports College*. 2016 September - 2021 July

- GCSE Grades, Range **9-7**, English (**7**), Maths (**8**), Computer Science (**8**).
- A-Levels in Mathematics (**A***), Further Mathematics (**A***), Physics (**A***), Computer Science (**A***).

Technical Experience

- Proficient in C#, Vb.net, and highly proficient in Lua, which I have learned in my own time.
- Have experience running linux web-servers, such as custom VPNs, setting up wordpress websites and coding PHP functionality.
- Have used SQL and integrated into a web-enviroment whilst avoiding obvious security risks.
- Learned C, Java and Haskell to a 1st grade in the first year programming modules.
- Used Python with Pandas and NumPy to train some scikit-learn neural networks, decision trees and linear regression models to predict who died on the titanic.

Projects

2nd Year Group Project, *Group Admin* 2022 September - Now

- Assigned into a team of 7.
- Managed attendance, booking of meetings, and writing of reports.
- Used communication skills for time management and assigning of tasks.

Software Engineering Group Project 2022 January - June, Summer Term Project

- In a team of 6 we were given a brief and the task of documenting and procuring requirements and diagrams.
- Implemented Java unit and integration testing to adhere to system specifications.
- Learnt how to use Git issues extensively to delegate tasks.
- Achieved a group First.

Maths Homework Solver Project 2020 Septmber - 2021 June
- Can be found **Here** and its **Analysis Here**.
- Extensive use of trees to solve calculus problems.
- Front-end interface to manage homework files and marking.

Extra-curricular

University Rocket Challenge, *Software Engineer*. 2020, Summer Term
- My team was tasked with designing a payload to be put into a rocket.
- Eas responsible with interfacing with a raspberry pi to record non-Newtonian liquid, using a camera and a LED circuit.

Villiers Park Education Trust, *Scholars Programme, Sponsored by ARM*. 2019, 5 day course
- Website created shown **Here**.
- Was chosen as a 'STEM Scholar' and spent 5 days in a residential working with a team of 4.
- Was given the task to create a countdown game that found the largest 'rude' word from any input
- Presented a web-project to the class of 30 people in a group and won the award of best presentation compared to 5 other teams.
- Learnt how to manage a workload in a group of varying skill-levels, and how to work under pressure.
- Was responsible for a large portion of the backend JS, and most of the frontend.

STEM VEX Robotics Competition, *Software Engineer*. 2018 May - 2019 January
- Responsible for the software to drive a purpose built robot.
- Learnt how to interface various signals on a raspberry pi, and was frequently taking feedback from the hardware designer and users.
- Had to quickly fix unexpected bugs during the competition, including working in short time frames.

Awards

Principle's prize, *Biddenham International School and Sports College 2021*.
For attaining the highest A-Level result in the year.

UG High Achiever 1st Year prize, *Nottingham University 2022*.
For exam results.