Alisiena Ghazal

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I am a second-year Computer Science and Mathematics student at Queen Mary University of London, who is currently on track to a 1:1. Having been a programmer since 8 years old, I've learnt and utilised a broad range of fields of Computer Science including but not limited to AI, Machine Learning, OpenGL, Reverse Engineering, Scripting, "Ethical" game hacking, web development and more! With a passion for learning and a deep and profound interest in both Computer Science and Mathematics, I am currently seeking to not only contribute and make an impact in the world, but to grow my knowledge and gain more experience working in a professional environment.

Education

Queen Mary University of London

BSc Computer Science and Mathematics (Currently on track to achieve a 1:1)

Key Modules – Computer Science: Algorithms and Data Structures, Operating Systems, Software Engineering, Automata and Formal Languages, Object Oriented Programming, Procedural Programming

Key Modules – Mathematics: Calculus 1, Calculus 2, Linear Algebra, Probability and Statistics, Numbers Sets and Functions, Complex Variables, Vectors and Matrices

Barnhill Community Sixth Form

A-levels

Subjects: Mathematics - A, Physics – A, Chemistry – A

Projects

OpenGL Game Engine - 2018

- Low-Level libraries: The use of low-level libraries and a low-level language which are very prone to memory leaks, overall improved my skills as a programmer and taught me to write better and more readable code.
- Optimisations: Implemented multiple optimisations, one of which being the use of 'HashMaps' and batch rendering, leading to over a 300% performance increase.

Multilayer Perceptron Framework - 2024

- Automatic Differentiation: Implemented automatic differentiation and gradient descent, applying my calculus 1 & 2 skills and my linear algebra skills.
- Procedural and Object-Oriented Programming: Using skills like operator overloading and creating efficient classes leading to greater code readability and comprehension.

Virtual Machine for custom interpreted language - 2023

- Data Structures: Parsing the scripting language by creating an abstract syntax tree. This was via the help of the module "Automata and Formal Languages."
- Operating Systems: Utilizing my knowledge of operating systems allowed me to create a 20% more efficient virtual machine, improving not only speed, but the number of features.

Skills

Languages

Programming: C/C++, Intel X86 ASM, Java, C#, Python, JavaScript, PHP
Markup: HTML, CSS
Human: English – Native, Persian – Native, Japanese - Intermediate

Tools/Frameworks

OpenGL, ReactJS, TensorFlow, PyTorch, Git, GCC/G++, CMake/Make, Neovim and more!

Operating Systems

Windows, MacOS and Linux.

Miscellaneous

OpenGL, Machine Learning, Deep Learning, Web Development, Low-Level Programming, CLI and Networking.

Experience

Sales Assistant – JD Sports and Next

Customer Service: Served customers in a professional and respectful manner, handled enquiries, and took customer orders at tills, consistently reaching our sales target of £100,000 a day.

Teamwork: Worked as a team to ensure the shop floor was stocked, customers received their orders, and the tills were operated efficiently.

Waiter/Room Attendant – Gig

Customer Service: Served customers their food, whilst following all health and safety guidelines. Making sure the correct order goes to the correct place and the customers are happy and satisfied.

Time Management: Ensured that all the rooms were serviced, cleaned, and stocked on time, whilst meeting deadlines.