



Specialising in Java and C++, I am an object-oriented programmer with 4 years of experience. I am also knowledgeable in many other languages including Python, C#, C++, Visual Basic, along with several web-based languages such as PHP & JavaScript. My goals are to constantly be improving my quality of code, and to work on large scale projects for industry.

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### Academic Record

#### Bachelor of Science (Honours) Computer Science Northumbria University (2016 - present)

##### 2nd Year (Overall - 82%)

Computer Networks and Control Systems  
Intelligent Systems  
Operating Systems and Concurrency  
Program Design and Development  
Software Engineering Practice  
Web Programming

93%  
70%  
84%  
85%  
70%  
90%

##### 1st Year (Overall - 85.5%)

Computing Fundamentals  
Object Oriented Programming  
Procedural Programming (Highest marks on course)  
Relational Databases  
Systems Analysis  
Web Technologies

75%  
96%  
100%  
85%  
74%  
83%

### Other Qualifications

A-Level Computer Science  
A-Level Mathematics  
A-Level Product Design  
9 GCSEs including Maths, English, and Science

B  
B  
B

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### Skillset

#### Team Player

My current employment entails working behind the bar at Northern Football Club. Combined with my volunteer work as treasurer for the Ouseburn Farm Project, I can exercise skills in interpersonal communication when coordinating with co-workers, customers, clients, or any other member of the community I may happen to come across. I have a good work ethic, and I am able to work well as part of a team.

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### Experienced Programmer

Having 4 years of experience has helped me get over the high learning curve of programming. I can use my coding knowledge and logical thinking to solve a wide variety of programming problems. Previous projects I have worked on include publishing a game on the Google play store, and currently working on my very own game engine.

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### Graphics Designer

With experience in Adobe products such as Photoshop, Illustrator, and InDesign, I can create a wide range of graphics for either digital or print production. I articulate these skills to ensure that all the work that I produce is presented is both aesthetically pleasing and professional.

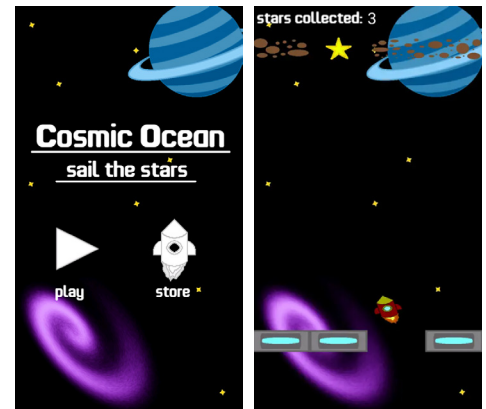
## Recent Projects

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### Cosmic Ocean - August 2017

Available on all Android devices, Cosmic Ocean is an 'endless runner' with the objective of avoiding obstacles and collecting stars.

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### Northumbria Book Company



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### Northumbria Book Company - December 2017

Northumbria Book Company is an online book store created for my Web Programming module at University, which includes features such as ordering forms for books, dynamically displaying special offers, as well as account and password managing systems.

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### No Rest for the Martians - May 2018

Developed by myself and three other students, No Rest for the Martians was the major piece of groupwork submitted for my second year of university. Developed using Unreal Engine 4, the game is a top-down shooter where the player must fight killer robots on the surface of Mars.

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### Icons - June 2018

A series of icons created using Adobe Illustrator. These icons have been designed to work as identifiers for DVD/disk storage wallets.

*(From top-left to bottom right: Clapper Board, Marvel Icon, Halo Icon, Xbox Icon)*

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