

# ARKADIUSZ BAUER

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## PERSONAL STATEMENT

Currently studying Computer Science at the University of Nottingham. I am a dedicated and trustworthy person, as well as a naturally confident leader. I am currently looking to develop skills in application and cloud development. I can adapt to any situation whilst keeping a positive mindset and motivating others. Programming gives me the feeling of success, joy, and accomplishment in finding efficient solutions to complex problems.

## EDUCATION

### UNIVERSITY OF NOTTINGHAM

#### **BSc Computer Science with a Year in Industry**

**Sept 2021 – Ongoing**

Accomplished 67% in the first year - where I gained valuable experience in useful languages such as C, Java, Haskell and SQL.

One of the highlights of year one was creating a two player Othello game in Java along with an AI to play against. Our "intro to software engineering module" gave me experience with test driven development, where we were split into teams and given source code to create tests for using JUnit. This module also developed my knowledge on the Software Development Life Cycle and how companies implement it in industry.

During my current year we have a year-long software engineering group project where I, along with six other classmates have been tasked to refactor a medical image segmentation software from MATLAB into C++, creating compiled executables for Window, Linux and Mac, as well as revamp the GUI so it is more professional and user-friendly.

### St Mary Redcliffe Sixth Form & Temple School

#### **A Levels**

**Sept 2019 – June 2021**

Computer Science – A\*

Mathematics – B

Chemistry – B

**AS Levels:** Psychology – A

#### **GCSEs**

**Sept 2014 – June 2019**

Achieved 9 GCSEs, including the likes of Mathematics, Computer Science, Chemistry, Biology and Physics, with grades ranging from A\*- B.

## RELEVANT EXPERIENCE

#### **Computer Science Mentoring (2020 – Current)**

Alongside my current year at university, I was chosen to be a part of the mentoring scheme overlooking the first years of computer science students. This includes setting up events and workshops where I do presentations on certain topics such as C and Git/Linux. My mentoring role also requires me to answer general questions about computer science or the University of Nottingham as a whole.

Moreover, during my A Level qualifications I volunteered to mentor the GCSE computer science students. This

would involve maintaining and posting to an Instagram page, as well as going through practice questions or any relevant issues they came across typically once a week.

### ***Captain for an Esports Team (2021 – Current)***

During my first year, I was the captain of the VALORANT A-team at the University of Nottingham. Where I lead my team to a respectable 4<sup>th</sup> place finish against other university teams across the UK. This allowed me to gain valuable experience in being a team leader, problem-solving and decision-making in a fast-paced environment. I will be continuing this role into the second year as well.

### ***Game Development in Unity (2021)***

During my Computer Science A Level qualification I successfully developed a 2D platformer game using the Unity engine. I was given specific specifications and requirements by a stakeholder that was overlooking the development. The following link is a video recording showcasing the game and showcasing how I addressed the stakeholder's specifications [https://youtu.be/2Ywv\\_QfhNk0](https://youtu.be/2Ywv_QfhNk0).

## **TECHNICAL SKILLS**

Software development skills that I have experience/am comfortable with include:

- C/C#
- Python
- Java
- HTML/CSS
- JavaScript
- Unity

## **HOBBIES AND INTERESTS**

I have been teaching myself on playing the piano for 8 years now, and I thoroughly enjoy it. Furthermore, I find a special interest in cooking and especially cooking for others to showcase my skills. Lastly, I enjoy gaming competitively where I am natural a team leader and comfortable in a high-pressure environment.

**Reference available on request**