

Aryan Agrawal

Second year computer science undergraduate.
Development lead at UniCS Manchester.

+44 77 2303 8722
github.com/ary4n99

ary4n99@gmail.com 
aryanagrawal.com 
linkedin.com/in/aryan-a-in 

EDUCATION

The University of Manchester, UK – BSc Computer Science

SEPTEMBER 2020 – JULY 2023 (EXPECTED)

- First year modules: Python & Java Programming, Verilog Engineering, ARM Programming, Web Development, Operating Systems, Data Science, and Computation
- First year grade: 87%

The British School of Brussels, Belgium – A-Levels

SEPTEMBER 2018 – JULY 2020

- A-Level grades: A*A*AA in Maths, Further Maths, Physics and EPQ respectively

WORK EXPERIENCE

A.G. Trading, Belgium

DECEMBER 2019 – JULY 2020

Part Time IT and Software Support

- Facilitated support and troubleshooting for accounting software and system installations
- Developed leadership skills by helping less experienced employees use industry specific programs more efficiently

Private Tutoring

SEPTEMBER 2018 – JULY 2020

- Tutored students of varying ages in STEM subjects, mainly mathematics, computer science, and physics
- Improved general teaching skills and refined ability to explain complex technical concepts in simple terms

PROJECTS

Recipe Recommendation Website: Recipedia

- A web application to suggest tasty and healthy recipes from popular recipe websites, based on user preferences such as dietary requirements, allergies, BMI, and TDEE
- Developed the front-end using **React**, back-end using **Express** for **Node.js**, and database using **MySQL**
- Led a 7-person team using **Git** for project management, with 305 commits (over 50% of the total)

Educational Programming Website: Interphase

- A website developed in under 12 hours, aiming to bridge the gap between individuals with no computer science knowledge and complicated online programming tutorials
- Teaches 3 tracks: app, web and game development, explaining how to set up and get started with each

Java Maze Solver

- Developed a depth-first search maze solver using **JavaFX**
- Applied **OOP** principles to develop a lean program with maze validity checking

Python Tkinter Puzzle Game: The Impossible Game

- Created an interactive puzzle game using **Python's Tkinter** module
- Implemented a leaderboard, load/save functionality, dynamic level regeneration, cheat codes, work mode

TECHNICAL SKILLS

Python, Java, React, JavaScript, Node.js, MySQL, HTML, CSS, ARM Assembly, Verilog, Git, **LATEX**

AWARDS & CERTIFICATES

Kilburn Scholarship for outstanding A-Level achievements

DECEMBER 2020

CS50X Introduction to Computer Science

NOVEMBER 2020

LANGUAGES

Fluent in **English**, **Dutch**, and **Hindi**. Conversational in **French**.