Aryan Agrawal

First year computer science undergraduate interested in cardistry, fashion, fitness & personal growth.

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EDUCATION

The University of Manchester, UK — Bsc Computer Science　　*SEPTEMBER 2020 - JULY 2023 (EXPECTED)*
– Courses: Python, Verilog Engineering, ARM Programming, Web Development

The British School of Brussels, Belgium — A-Levels　　*SEPTEMBER 2014 - JULY 2020*
– A-Levels: 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 and technical support skills by helping less technically experienced employees

Private Tuition　　*SEPTEMBER 2018 - JULY 2020*
– Tutored students of varying ages in STEM subjects, mainly mathematics, computer science, and physics
– Improved teaching skills, increased patience and a greater ability to explain complex concepts in simple terms

PROJECTS

Recipe Finder Website: Recipedia - First Year Team Project *(In Progress)*
– A web application to recommend tasty and healthy recipes from popular recipe websites, based on user preferences (such as dietary requirements, allergies, fitness goals)
– Developing front-end using **React**, back-end using **Node.js**, and database using **PostgreSQL**
– Using **Git** for project management leading a 7 person team

Educational Programming Website: Interphase - GreatUniHack 2020
– A website made in under 12 hours, aiming to bridge the gap between individuals with no computer science knowledge and online programming tutorials
– Teaches 3 tracks: app, web and game development, explaining how to set up and get started with each

UniCS GameDev Society Website *(In Progress)*
– The home page for the UniCS GameDev Society, displaying information about the society, members, upcoming events and photos from past events
– Collaborating with a 5 person team, using **React** for the front-end and **Git** for project management

Python Tkinter Puzzle Game: The Impossible Game
– Created an interactive puzzle game completely using **Python**'s Tkinter module
– Implemented a leaderboard, load/save functionality, dynamic level regeneration, and more

Python Pygame Tetris Remake - EPQ
– Created a basic Tetris remake using **Python**'s Pygame module, with features from the original game
– Wrote a 6234 word essay about the the development of the project and progression of the code
– Improved project planning and research skills in addition to time management and organizational skills

TECHNICAL SKILLS

Python, HTML, CSS, JavaScript, React, Node.js, PostgreSQL, 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**