

# 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 concept 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**, and back-end using **Node.JS** and **PostgreSQL**
- Using **Git** for project management with a 7 person team

**Educational Programming Website: Interphase - GreatUniHack 2020**

- A website made in under 12 hours, aiming 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 get set up and started

**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 functional leaderboard, load/save functionality, and level regeneration features

**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 organization skills

## TECHNICAL SKILLS

Python, HTML, CSS, JS, 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**