

Aryan Agrawal

Enthusiastic computer science undergraduate interested in playing the guitar and cardistry. Passionate about fitness, fashion and personal growth & development.

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EXPERIENCE

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

A.G. Trading, Belgium— Part Time IT and Software Support

DECEMBER 2019 - JULY 2020

- Facilitated support and troubleshooting for accounting software and system installations
- Developed leadership and technical support skills

TECHNICAL SKILLS

Python, HTML, CSS, JS, React, Node.JS, PostgreSQL, ARM Assembly, Verilog, Git

AWARDS & CERTIFICATES

Kilburn Scholarship for outstanding A-Level achievements

CS50x Introduction to Computer Science

Xth place in the GreatUniHack 2020

LANGUAGES

English, Dutch, Hindi, French

EDUCATION

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

The University of Manchester, United Kingdom— Bsc Computer Science (In Progress)

SEPTEMBER 2020 - JULY 2023 (EXPECTED)

Courses: Python, Verilog Engineering, ARM Programming, Web Development

PROJECTS

Recipe Finder Website - 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 using Node.JS and PostgreSQL for back-end
- Using Git for project management with a 7 person team

UniCS GameDev Society Website (In Progress)

- The home page for the UniCS GameDev Society, displaying information about the society and its members, upcoming events and photos from past events
- Collaborating with a 5 person team for front-end development using React, using Git for project management

Tetris Remake - EPQ Project

- Created 2 versions of a basic Tetris remake using Python's pygame module
- Implemented features from the original game, improving functionality in the second iteration
- Wrote a 6234 word essay about the formation and development of the project
- Improved project planning and research skills in addition to time management skills