

# Aryan Agrawal

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

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## 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

### React 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)

### React Invoice Generator

- An invoice generator made using **Typescript**, **React** & **Material UI** for the UniCS Manchester society
- Converts form validated user inputs into a well formatted and good-looking PDF document

### Java Maze Solver

- Developed a depth-first search maze solver using **JavaFX**, rendering & solving .txt input mazes as well as serializing partially solved routes
- Applied **OOP** principles to develop a lean program with maze & route 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, Typescript, JavaScript, Node.js, MySQL, HTML, CSS, ARM Assembly, Verilog, Git,  $\text{\LaTeX}$

## 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**.