

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, with a mobile first design approach
- Suggestions are made 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 and deserializing 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, **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**.