

Aryan Agrawal

Penultimate year computer science undergraduate
at The University of Manchester.

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EDUCATION

The University of Manchester, UK — BSc Computer Science

SEPTEMBER 2020 – JUNE 2023 (EXPECTED)

- First year grade: **87% (First Class)**
- Modules: Python & Java Programming, Web Development, Operating Systems, Data Science, Algorithms & Data Structures, Database Systems, Software Engineering, Artificial Intelligence, Machine Learning

The British School of Brussels, Belgium — A-Levels

SEPTEMBER 2018 – JUNE 2020

- A-Level grades: **A*A*AA** in Maths, Further Maths, Physics and EPQ respectively

EXPERIENCE

UniCS, United Kingdom

DECEMBER 2020 – PRESENT

Software Development Lead

- Leading a team of developers to create a platform for society led hackathons using **React**, **Typescript** & **Firebase**, with **agile** development lifecycles
- Optimized the back-end infrastructure to accommodate a 42% increase in society members

Software Engineer

- Collaborated with 5 other students to develop the GameDev website, using **React**
- Integrated custom-built Unity development tutorials into the website with dynamic UI and progress elements and updated the tutorials on-demand

A.G. Trading, Belgium

DECEMBER 2019 – JULY 2020

Software Engineer

- Built an internal **REST API** to query current market data for diamonds by scraping and wrangling data, and combining it with the database of currently held diamonds to calculate potential sale price & profits
- Reduced price calculation time from 9 seconds per diamond to 5 seconds for the whole database

PROJECTS

React Recipe Recommendation Website: Recipedia

- A web application to suggest healthy recipes based on preferences such as dietary requirements, allergies, BMI, and TDEE from popular recipe websites, with a responsive design
- Developed the front-end using **React**, back-end using **Express** for **Node.js**, and database using **MySQL** leading a 7-person team using **Git** for project management

Java Maze Solver

- 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

- 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, C, Typescript, JavaScript, Node.js, Express.js, Algorithms & Data Structures, Git, MySQL, HTML, CSS

AWARDS & CERTIFICATES

Kilburn Scholarship for outstanding academic achievements

DECEMBER 2020

CS50X Introduction to Computer Science

NOVEMBER 2020

LANGUAGES

Fluent in **English**, **Dutch**, and **Hindi**. Conversational in **French**.