**Personal Profile**

A hardworking, conscientious and reliable individual, recent First-Class BEng Computer Science Graduate. Currently looking at IT related work experience that will utilise and enhance problem solving, communication and organizational skills that have been gained throughout studies and work experience.

**IT Skills**

* C#
* C
* C++
* Java
* Python
* Swift
* Git
* Perforce
* MySQL
* Adobe Photoshop
* Unreal
* .NET

**Education**

**Sep 2017- May 2021** Anglia Ruskin University, Cambridge First Class 74.00%

**BEng (Hons) Computer Science (with sandwich placement)**

**Year 3:** Artificial Intelligence 76%, Professional Issues: Computing and Society 74%,

Image Processing 69%, Distributed Programming (Java) 77%, Computer

Graphics Programming (C#) 77%, Data Structures and Algorithms 64%,Final Project

Developed a Framework for Comparison of Chess Engine Strength (Python) 76%.

**Year 2:** Software Engineering (C#, Windows forms and GitHub) 73%, Database Design and Implementation 71%, Network Routing 65%, Object Oriented C++ 48%,

Interaction and Usability 81%, Digital Security 60%, Computing Research Methodologies 50%

**Year 1:** Introduction to programming (C#) 73%, Fundamentals of Design (use of UML diagrams) 65%, Operating Systems (MSDOS and Linux Bash scripting) 63%, Computer Systems (Cisco, hardware and networking) 71%

**Sep 2016- May 2017** Anglia Ruskin University, Cambridge

**BSc (Hons) Computer Gaming Technology** extended (foundation year).

**Relevant work experience**

**Jan 2022 – July 2022 Software Engineer** | Insignis Cash Solutions, Cambridge

* Worked with Python and Pandas to analyse and manipulate client data from a csv file and creating a newly refined csv.
* Worked with Selenium in Python to automate processes using Google Chrome.
* Worked on a project in .Net 6.0 and C# to enhance an algorithm to return an illustration profile of the best available rates given the liquidity requirements.
* Created a request form within an ASP.Net project, using HTML and C# within the Blazor framework.

**Sep 2021 – Dec 2021 Intern Software Developer/Digital Marketing**  | AmharcTech Dublin, Ireland

* Working with MySQL, in particular with relational databases.
* Researched cafes in the local area and emailed companies on behalf of Amharc Tech, offering our services to improve their social media channels.

**Sep 2019 - Jun 2020 Software Developer** | Sepura PLC (Sandwich placement), Cambridge

* I worked within an Agile environment consisting of three-week team sprints, programming in Python to develop an Automated Audio Test Environment called DART (Development Audio Routing Tester), Perforce was used to integrate my work.
* My dedication and hard work contributed to me and some of my colleagues receiving a bonus payment due to having a successful end to 2019.
* Sepura was confirmed as Large Business of the year at Cambridge News Business Awards and received a silver accreditation in ‘We Invest in People’.

**Apr 2019- Jun 2019 Citrix Experience Programme Work Placement** | Citrix, Cambridge

* I worked with the security team that had the responsibility to identify any vulnerabilities or bugs within the servers.
* I used Python and worked with test suites and creating a queue of servers to be scanned. After completion, they would be assigned a number which would correspond to a level of safety.
* I gained an insight into Django Python application server connected to Dev MySQL. I also learned about and worked with pip, Json, UUID and SSL scan.

**Mar 2018 - May 2018 Citrix Experience Programme Work Placement** | Citrix, Cambridge

* I worked closely with a Senior Software Engineer using C# to create and rebuild Windows Form solutions.
* I gained an insight into the Citrix XenServer and the length and depth of solutions within the workplace.
* I enhanced and enriched my knowledge of C#, learning about more advanced concepts and syntax.

**Jul 2016 - Jul 2016 Game Developer** | Rizing Games | Cambridge Regional College, Cambridge

* I worked in a small team, building a 3D racing game for PC over four days.
* Unity was used to build the game with scripting in C# for in-game messages and events.
* Maya 3D was used to create game props.
* I gained experience developing a project within a tight timeframe and working in a team. The racing game was built before the deadline, I then spent a day at Sony Guerrilla showing the game to employees.

**Aug 2015 - Aug 2015 IT Technician |** Reboot, Cottenham, Cambridge

* I tested the hardware of newly donated computers, wiped them, and downloaded new OS.
* I used BIOS and the internet to do research into the computer (Graphics, CPU speed) to decide on pricing.
* I had gained an understanding into working with hardware as well as learning about the motherboard and the history of different OS.

**Jul 2015 - Jul 2015 Mobile Application Developer |** ARM, Cambridge

* A five-day course on building an iOS app using Swift and XCode, held at ARM, Cambridge. I worked in a team of three and I took the role of CEO.
* The app was successfully built before the deadline, the final app was demonstrated to ARM employees.
* This course gave me an insight into the development process and some experience in leadership and working to a tight deadline, I also enjoyed the course and decided that I wanted to go into it as a career.

**Professional Development**

April 2022 Machine Learning (Stanford University) Coursera Grade Achieved: 94.04%

**Extra-curricular activities**

**Nov 2020-May 2021** Programmer, Unicode

University team coding competition. Anglia Ruskin finished within the top 5 in our league.

**Oct 2020-Aug 2021** Final Year BEng Computer Science Course Representative, Anglia Ruskin University

**May 2020** - **May 2020** Programmer | Community Jam on itch.io | GameDev.tv

* Competed in a game jam with a team of three, using C# with Unity to add player movement functionality. Discord was used for communication and Unity Collab for version control.

**Hobbies** - Swimming, Chess, travelling and software development