**Personal Profile**

A hardworking, conscientious and reliable individual, recent First-Class BEng Computer Science Graduate with around 2 years of commercial experience as a software engineer/developer. Currently seeking 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/GitLab
* Paired Programming
* MySQL
* AngularJS
* Flutter/Dart
* .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

Title: Development of a Framework for the Comparison of Chess Engine Strength

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 2023 – Present Software Engineer** | IAR Systems, Cambridge

* Participated in paired programming for front-end UI workspaces using AngularJS.
* Worked with Angular to develop frontend UI workspaces, also undertaken paired programming for that task.
* Implemented a REST Workspace API in C#/.Net, with NUnit for unit-testing.
* Worked with Git/GitLab for version control and JIRA for project management.

**Sep 2022 – Dec 2022 Software Developer** | Herrco Cosmetics Ltd, Halesworth, Suffolk

* Created cross-platform UI using dart programming within Flutter framework and BLoC for state management.
* Participated in mob programming using Flutter, SQL and C#/.Net

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

* Worked with Python and Pandas for data analysis from a csv file, creating a newly refined csv.
* Worked with Selenium in Python to automate processes using Google Chrome.
* Programmed in C#/.Net 6.0 to enhance the Illustrator Generator algorithm to return illustration profiles 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 ERASMUS Intern Software Developer/Digital Marketing**  | AmharcTech Dublin, Ireland

* Working with MySQL, in particular with relational databases.
* Emailed local cafes 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

* 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 for version control.

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

* Worked with the security team with the responsibility to identify any vulnerabilities or bugs within the servers.
* Used Python, creating a queue of servers to be scanned and assigning a level for vulnerability risk.
* 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 and test suites.

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

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

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

* Worked as a small team over four days, used Unity/C# to build a 3D racing game with Maya 3D for props.
* The game was built before the deadline. Spent a day at Sony Guerrilla demonstrating to employees.

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

* Tested hardware of newly donated computers, wiped them, and downloaded new OS.
* Used BIOS and the internet to do research into the computer (Graphics, CPU speed) to determine pricing.

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

* A five-day course on developing an iOS app with Swift/XCode, held at ARM. Worked in a team of three and had role of CEO.
* The app was successfully built before the deadline, the final app was demonstrated to ARM employees.
* Gained an insight working to a tight deadline and leadership, decided wanted to pursue as a career.

**Professional Development**

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

Nov 2022 Introduction to Calculus (University of Sydney) Coursera Grade Achieved: 76%

**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