

Austin Chiwambo

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Personal statement

I am a highly driven and self-motivated person with an innovative way of thinking and can provide great value to any team I am on, whilst maintaining high levels of integrity as well as being able to juggle multiple tasks at once with high levels of efficiency.

Education

The Nobel School:

A-Levels: Economics (B), Computer Science (C) and Physics (D)

GCSE's:

English language (6), Math (6), Computer Science (5), Physics (6), Chemistry (6), Biology (5), Business (8), Sociology (8) English Literature (7), Religious Education (8)

Harvard courses

Harvard CS50 programming course- in this course I developed my knowledge of functions, variables, loops, conditionals, libraries and object-oriented programming

Skills and coursework

Programming skills: Python, HTML, Java Script, SQL/ databases

3 years of educational experience in: object-oriented programming, recursion, iteration, stacks, queues, trees, traversals, HTML, SQL, arrays, linked lists, data structures, normalization, game coding/design

5 years of experience in Google Workspace including: drive, Gmail, calendar, Google Meet, Google chat, Google sheets, Google slides, Google forms, Google sites, Google keep, Cloud search and docs

Key skills: strong communication skills, strong critical thinking skills, strong problem solving abilities, strong team working abilities and customer service experience

Work experience

Part time team member at KFC (December 21st 2021 to August 1st 2022): as a team member at KFC, I was tasked with preparing orders as well as training new staff and speaking with customers to help with any of their concerns and to take their orders.

Extracurricular activities and projects

American football training simulator game- using the python programming language I coded a game similar to space invaders in which the user can move a player left and right using the arrow keys and throw the ball using the space bar to AI controlled players which move in random alternating directions to catch the ball. During the development of this project, I used object-oriented programming to assign player attributes as well as functions and procedures to code the AI's movement as well as coordinates and the tkinter GUI to create windows and images for the players and background for the game to be ran on.

Space pong Game- I also coded a game similar to the pong game Using the python programming language paired with the external pygame library. In this game two users can move a player up, down, left and right on a divided screen and the fire a limited number of projectiles at each other until one user is eliminated and the other wins. For this game I coded the movement using a function to bind the arrow keys

Portfolio website- using html,css and java script I created a portfolio website which made use of transitions, drop down menus and a place in which my projects are displayed in addition to links to my social media, email and phone number as well as a contact me form which once a message has been submitted its sent to a connected google sheet as well as a link to download my cv

Interests

- Learning about real estate and stock investment
 - Playing and watching sports, specifically basketball and American football
 - Developing my coding skills via tutorials and practice using YouTube tutorials and online articles
 - Learning about new and upcoming technology via the news and online articles and YouTube videos
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Achievements

Gold volunteering award- I achieved this award for completing over 67 volunteering hours

References available on request

