

PROFILE

I am a third year BSc Computer Science Student at the University of Hertfordshire and an experienced programmer with a passion for games development. In my free time, I enjoy exploring technologies such as 3D printing and graphics manipulation, as well as researching open-source software and learning how it works. I am keen to start my career in the exciting, fast-moving global world of software and games development; and am looking forward to developing my skills to help further advance its use in innovative applications which have an impact for good in society.

EDUCATION

- 9/2021 – present **University of Hertfordshire, Hatfield, Herts.**
BSc (Hons) Computer Science (Software Engineering)
1st year: 4.34 GPA
2nd year: 4.03 GPA
- 9/2019 – 6/2021 **Beaumont School Sixth Form, St Albans, Herts.**
A-Levels
Maths A*, Computer Science A, Further Maths B, Physics B
- 9/2014 – 6/2019 **Beaumont Secondary School, St Albans, Herts.**
GCSEs
Maths 9, Physics 9, Design & Technology 9, Computer Science 8, Chemistry 8, French 8, Biology 7, English Lang. 6, Geography 6, English Lit. 5

WORK EXPERIENCE

- 6/2023 – present **Games Design Research Intern - Games Research - University of Hertfordshire**
Developing a set of software-based solutions for a project based on procedural content generation for LARPs using ChatGPT. Programmed in a Python Jupyter Notebook to communicate with the OpenAI API, using GitHub for version control and file sharing, UI design with HTML and CSS, researching and making use of existing libraries.
- 6/2022 – present **Student Proctor - School of Physics, Engineering & Computer Science – University of Hertfordshire**
Working as part of a large managed team assisting with various tasks around campus for the school. Tasks have included: laser cutting and 3D printing, managing/stocking inventory, data handling, event preparations, supervising student project work on the new Conceive, Design, Implement, Operate (CDIO) engineering modules; and I was personally assigned to research and create a robotics training document for the team.
- 6/2022 – 12/2022 **Research Assistant - Bioengineering & Instrumentation – University of Hertfordshire**
Student Research Assistant on a project investigating mechanical properties of dental polymers. Working independently as part of a team. My role includes CAD using Fusion360, 3D DLP printing, casting resins, laser cutting, experimental three-point stress testing, data input and processing.
- 1/2022 – 9/2022 **Independent Information Technology Tutor - for Bita Consulting**
Teaching and assisting children from years 3 – 6 in classes of 15-30 pupils at two local schools and providing individual and smaller group sessions online via Microsoft Teams. From this I learned to be able to clearly explain aspects of programming and tasks with clarity and patience.

CERTIFICATIONS

- 3/2023 – present **Harvard**
GD50, Introduction to Game Development
- 6/2020 – 9/2020 **Imperial College London**
A-level Mathematics for Year 12 - Course 1: Algebraic Methods, Graphs and Applied Mathematics Methods

ACHIEVEMENTS

- Million Makers best in year raising funds for the Prince's Trust, 2017. Achieved by partnering with another team to increase success and support each other. Demonstrates drive and collaboration;
- Most committed player award for Basketball, 2016, Beaumont School. Demonstrates reliability;
- Complete Pokémon: Let's Go! Eevee Pokédex – 153 available Pokémon all caught. Demonstrates perseverance;
- 4th KYU (Purple Belt) Karate - TISKA, St. Albans. Demonstrates persistence;

- Swimming Personal Survival Award, Level 2 and Silver Award Kellogg's / ASA. Demonstrates willingness to learn;
- RSL Level 1 Award in Popular Music Performance - Grade 1 in drums. Demonstrates organisation;
- Full UK driver's licence. Demonstrates independence;
- Self-published platformer with 4 unlockable levels, 2 enemy types with different behaviours and dangers, a menu, settings, and a full 140-page post-mortem documentation. Demonstrates problem solving;

KEY SKILLS

- Adaptable to different programming environments: Unity, IDLE, Visual Studio, IntelliJ, LOVE, BlueJ, Notepad++, Thonny, NetBeans, Replit, Arduino, SQL developer, XAMPP, command prompt, Jupyter;
- Excellent communication skills and ability to interact with different people of all different views, regardless of defining characteristics or backgrounds;
- Experience of programming in Python, Java, Lua, C#, C, MySQL, Oracle, HTML, CSS, JavaScript;
- Proficient using Microsoft Office products, including; Word, Excel, PowerPoint, Publisher;
- Image manipulation with Paint.NET, GIMP, Krita;
- Usage of OBS Studio, Live2D, VRoid, Twitch, DaVinci Resolve, YouTube and TikTok;
- 3D software - Fusion 360, Blender, Unity;

INTERESTS



Model making using CAD and rapid prototyping techniques including prop weapons from sci-fi games;



Gaming – competitive fps, looter shooters, rpg, mmos, co-op games, story driven, strategy, gacha;



VTubing – Live streams entertaining a small community and handling sponsors;



Building/Upgrading PC components - built own gaming PC, and assisted friend with specifications, potential upgrades, and performing upgrades on my own and others' PCs;



Cooking - especially baking for my family – I love macarons! They're so yummy;



Reading fiction, manga, comics, and game lore;

REFERENCES

Christoph Salge - Reader in Artificial Intelligence in Games - University of Hertfordshire - c.salge@herts.ac.uk

Richard Kaye - Research and Development Engineer - University of Hertfordshire - r.kaye2@herts.ac.uk

Vincenzo De-Bellis - Principal Technical Officer (H&S) - University of Hertfordshire SPECS - v.de-bellis@herts.ac.uk

Huria Kelifa - Independent IT Strategy Consultant - Bitá Consulting - Info@bita-consulting.co.uk