

# Connor Allen

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## Personal Statement

I am a recently graduated Computer Science student from Liverpool John Moores University. I am highly motivated to get into a technology profession and contribute to this industry. I have a strong foundation in programming fundamental and eager to apply theoretical knowledge to real-world projects. During my time at university, I have developed a variety of new skills that have helped me to overcome many challenges, including logical and critical-thinking, as well as solving complex and difficult problems. I am now eager to start a rewarding career where I can use my education and experience to further the field of computer science.

## Relevant Experience

### **OOP VETERINARY SYSTEM | UNIVERSITY PROJECT | FEB 2024**

- Created an efficient and functional veterinary system by applying OOP principles using Java.
- Worked as a team to deliver high-quality software, while sticking to tight deadline.
- Used version control (GIT) to manage code collaboration.

### **AI TRAFFIC SIMULATION DISSERTATION | UNIVERSITY PROJECT | MAY 2025**

- Used C#, Unity and blender to create a realistic traffic simulation model.
- Implemented agile methodology to plan, develop and deliver a software solution to meet requirements and expectations.
- Employed A\* Pathfinding and Multi-agent systems to create an autonomous system.

### **ROBOT WAREHOUSE | UNIVERSITY PROJECT | MAY 2025**

- Created obstacle avoidance system for a robot in Python.
- Applied critical and logical-thinking to design a bespoke detection system.
- Used computer vision to identify objects by colour.

### **CUSTOMER SERVICE ASSISTANT | BP | JULY 2022 – OCTOBER 2024**

- Handled different customer cases using excellent communication skills.
- Consistently met tight deadlines while ensuring duties were carried out efficiently and to a high standard.

## Education

### **BSC (HONS) COMPUTER SCIENCE | SEPTEMBER 2022 – APRIL 2025 | LIVERPOOL JOHN MOORES UNIVERSITY**

- Graduated with a 2:1
  - Computer Science Workshop (82)
  - Introduction to programming (81)
  - Computer Systems (77)
  - Network Defence (77)
  - Web Development (73)
  - Automata, Languages and Computation (70)

- Professional Practice (70)
- Advanced Topics in AI (65)
- Computer Graphics and Visualisation (64)
- Contemporary Concepts in Computer Science (64)
- Dissertation (61)
- Object-Oriented Systems (61)
- Data Modelling (61)
- Algorithm Design (60)
- Database Systems (60)
- Foundations of Computer Science (58)
- Knowledge Based Systems (53)

## **(A-LEVELS) BIRKENHEAD SIXTH FORM COLLEGE | SEPTEMBER 2020 – JULY 2022**

- 3 A-Levels, Computer Science (A), Mathematics (C), and Physics (D)

## **(GCSES) HILLSIDE HIGH SCHOOL | SEPTEMBER 2015 – JUNE 2020**

- 8 GCSES, 6-8, including Computer Science (8), Mathematics (6), and English Language (6)

## **Skills**

- Competency in a variety of languages (C#, Java, Python, JavaScript)
- Working independently as well as **team-based activities**, showing excellent social skills and coordination with other team members.
- High general knowledge of **algorithms and data structures**, as well as an awareness of their use in particular contexts
- High level of **logical and critical thinking**
- Excellent organisation skills; ability to work with **tight deadlines**.
- Able to adjust to new tools and frameworks and stay updated with current technologies.

## **References**

### **Dr. Martin Randles**

Programme Leader

Liverpool John Moores University, School of Computing, Byrom Street, Liverpool, L3 3AF

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Relationship: Supervisor during my third-year dissertation at university.