

Daniel Bingham

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■ EDUCATION

University of St. Andrews [2017-2021]

- BSc Computer Science, graduated with First Class Honours
- Dean's List Award in 2017/18, 2018/19, 2019/20 & 2020/21
- Modules include: Object Oriented Programming, Video Games, Computer Systems, Data Ethics and Privacy, Information Visualisation, The Internet and The Web, Databases, Logic and Software Verification, AI, Constraint Programming, Mathematics

Slemish College [2010-17]

- A-Levels: Software Systems Development [A*], Mathematics [A*], Physics [A]
- AS Levels: Further Mathematics [A], History [A]
- GCSEs: 11 A*s

■ SELECTED PROJECTS

'Idea to Grant' Browser Extension [Dissertation]

- My individual dissertation involved designing and implementing a system for academic researchers to source, organise and obtain funding for research projects.
- I used HTML/CSS/JavaScript/React [front-end] and Java [back-end].

Perseverance Game

- Initially part of a video games module, I created the game Perseverance where the player controls both an astronaut and a Mars rover with the aim of guiding the rover to safety. I implemented this using Processing, a library in Java.

Google Image Sizer Browser Extension

- A web extension to recover lost functionality in Google Image searches for searching images by image size, with 7,000 active users across Chrome and Firefox.

■ POSITIONS OF RESPONSIBILITY

Maths Support Tutor, Slemish College [2015-17]

- Worked weekly with small groups of GCSE Maths pupils to provide focused teaching on difficult concepts in an environment where they felt comfortable asking questions.

■ SKILLS

- Languages: Java, C, Python, JavaScript, SQL, HTML/CSS, PHP, C#
- Adobe Creative Suite: Photoshop, Illustrator, After Effects

■ LINKS

- github.com/danieljbingham
- linkedin.com/in/danieljbingham