Daniel Bingham

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Education

University of St. Andrews (2017-Present)

- BSc Computer Science, expected First Class Honours
- Dean's List Award in 2017/18, 2018/19 & 2019/20
- Modules include: Object Oriented Programming, Programming with Data, Advanced Programming Projects, Computer Systems, The Internet and The Web, Databases, Logic, AI, Software Verification, 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 in English Language, English Literature, Mathematics, Further Mathematics, Double Award Science, ICT, Spanish, History, Geography and Religious Studies

■ Selected Course Projects

Trick Taking Card Games (2019-20)

- As part of a year-long group project, I worked in a team to develop a system which allowed a user to play any trick taking card game by defining a language to represent these games.
- I was responsible for implementing game logic and gameplay over networks using Java.

'Idea to Grant' Browser Extension (2020-Present)

- I am currently working on my individual dissertation to design and implement a system for academic researchers to source, organise and obtain funding for their research projects.
- This project is using HTML, CSS, JavaScript (front end) and Java (back end).

■ Positions of Responsibility

Maths Support Tutor, Slemish College (2015-17)

- Worked weekly with GCSE pupils who struggled with maths during some of my free periods.
- In these sessions, I took small groups out of their regular maths class to provide focused teaching on difficult concepts, giving the pupils an environment where they felt comfortable asking questions on areas they had difficulty with.

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