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 in English Language, English Literature, Mathematics, Further Mathematics, Double Award Science, ICT, Spanish, History, Geography and Religious Studies

■ Selected Projects

'Idea to Grant' Browser Extension [2020-2021]
- 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 [2021]
- As part of a video games module, I created the game Perseverance. 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.

■ 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