# Daniel Bingham

djm.bingham@btinternet.com ▪ 07904873448 ▪ Ballymena, Northern Ireland
danielbingham.co.uk

## ◼ 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**
- 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. 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