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| 1 | Daniel Mackle | **Contact**     |  |  | | --- | --- | |  | 3 Cottage Avenue, Lurgan, Co. Armagh BT67 9NL | |  | +44 77526 77524 | |  | danmackle04@qub.ac.uk |  |  |  | | --- | --- | |  | UK/Irish Citizen | |  | <https://linktr.ee/danmackle> (Contains all other relevant links) | |  | <http://www.linkedin.com/in/danielmackle> |   **Technical Skills**    **Coding languages:** C#, C++, XML, WPF, HTML, CSS, Java, TypeScript, Python, BASIC, QBASIC, MySQL, SQLServer, Oracle, ARM and ARMLite.  **Technical Software:** Microsoft Visual Studio, WinForms, Microsoft Visual Studio Code, Eclipse, Notepad++, Replit, Pycharm, Webstorm, CLion, DataGrip, PHPMyAdmin.  **Microsoft Office Master** in Word and Excel, Microsoft Office Specialist in Word, Excel and PowerPoint.  Educated in UML, Project Timetabling Techniques, the Software Development Lifecycle and the manifestos of common business Methodologies.**Coding languages:** C#, C++, XML, WPF, HTML, CSS, Java, TypeScript, Python, BASIC, QBASIC, MySQL, SQLServer, Oracle, ARM and ARMLite.**Technical Software:** Microsoft Visual Studio, WinForms, Microsoft Visual Studio Code, Eclipse, Notepad++, Replit, Pycharm, Webstorm, CLion, DataGrip, PHPMyAdmin.**Microsoft Office Master** in Word and Excel, and as a Microsoft Office Specialist in Word, Excel and PowerPoint.Educated in UML, Project Timetabling Techniques, the Software Development Lifecycle and the Manifestos of common business Methodologies.    **University Education**    Master of Engineering : Computer Science incl. Professional Experience  09/2023 - 06/2028 (Current)  Queen's University Belfast - Belfast  *(To-Date Average of 83%)*   * Computer Science Challenges (71%) * Intro. to Computer Architecture *(90%)* * Introduction to Cyber Security *(88%)* * Object Orientated Programming *(85%)* * Fund. of Maths for Computing *(82%)* * Databases *(79%)* * Systems Security and Cryptography *(TBA)* * Software Engineering and Systems *(TBA)* * Data Structures and Algorithms *(TBA)* * Theory of Computation *(TBA)* * Professional & Transfer Skills *(TBA)*       **Previous Education**  A-Levels/GCSEs, 09/2023 - 04/2028  Banbridge Academy - Banbridge, Northern Ireland   * Software Systems Development *(A\*)* * Physics *(A)* * Biology *(A\*)*   *Additional AS Level:*   * *French (C)*   10 GCSEs including Further Maths *(A\*)*, English Language *(B)* and Software Systems Development *(A\*).*    Grade 8 & Performance Diploma : Speech and Drama, 09/2013 - 04/2022  London College of Music Examination    **Volunteering**   * CyberFirst Ambassador - Since entering QUB, I have been spending my time representing the university's cybersecurity department. I am giving talks on online safety, cybersecurity tips and tricks, and presentations on open days on the benefits of a Computer Science course, and the current state of the industry. * ChildNet Digital Leader - In my final two years of secondary school, I gave talks and presentations on key skills for younger persons to stay safe online. Including: CyberBullying, Online Influencers, Fake News and the dangers of explicit content.     **Referees**  **Academic Reference - Professor John Bustard**  *Personal Tutor/Advisor for Computer Science Challenges*  *Queen's University Belfast*  16A Malone Rd, Belfast BT9 5BN  (+028) 9097 4669  **Personal Reference - Mr. Johnny x**  *Relevant Shift Leader, Lead Mechanic*  *Beverage Plastics Ltd.*  Silverwood Industrial Area, Silverwood Rd, Lurgan, Craigavon BT66 6LN  (+028) 3832 2221  2 | Daniel Mackle |  |  | Daniel Mackle      **Professional summary**   * Excelling academic, who has overcome many difficult yet rewarding optional challenges including the extremely competitive and demanding Computer Science Challenges module, alongside tricky personal projects. * An Inquisitive and relentless learner, especially on my preferred fields of Cyber Security, Software Development, Generative AI and Data Science. * Dedicated developer, working with friends and colleagues to develop skills in teamwork via fun projects. * Effective and confident communicator, either as a friendly co-worker, part of a team, a leader or as a representative. * Passionate and committed public speaker with the NI Cyber Security Centre as a CyberFirst Ambassador and as a Childnet Digital Leader, giving talks to secondary and university-level students about the state of the cyber security industry.     **Work history**  Machine Operator 05/2024 - 09/2024  Beverage Plastics - Lurgan, Co. Armagh   * For over 4 months, I worked a full-time, 12 day/night shift factory job, in a local bottle-blowing factory. * Effectively operate heavy machinery, which included identifying, planning and solving the plethora of errors the million-pound machines may experience.   Allstate Insight Programme 04/2024 - 04/2024  Allstate NI - Belfast, CA   * Learned first-hand about the company's internal guidelines and techniques on the topics of: Software Development, AI Development, Cyber Security, Data Science and Software Testing. * Collaborated in groups to identify and plan solutions to relevant scenarios and problems affecting the Software Development and Cyber Security industries.   Kainos CodeCamp 01/2024 - 01/2024  Kainos - Belfast, CA   * Collaborated in large groups of 10-15 developers to develop fun solutions to real-world issues, using a new coding language that I had not at that point used before, Typescript. * Gained experience in using the web-based IDE Replit, alongside learning how Kainos manages and builds on huge repositories with Git.   Almac Diagnostic Services Work Experience 06/2023 - 06/2023  Almac Group - Craigavon, Co. Armagh   * Shadowed developers at work from all stages of the software development life-cycle, gaining tips, tricks and valuable guidance from seasoned workers. * Gained knowledge on Almac's unique medical software development lifecycle, favouring careful documentation and quality over speed.     **Academic Projects**  **Computer Science Challenges Module**  *'Parameterised-Vector-Graphic-Faces'*   * *A Desktop-Controlling Macro program which inputs a .PNG face image and outputs a dataset of images of posed 3D face models, generated from the original image via Generative AI.* * *Includes heavy documentation: How-To Guide, Daily Thoughts & Experience Diary, Blog Post, Testing Plan, Social Media Post and Commented Code.* * *Developed with UI.Vision RPA and DAZ3D.* * *Developed in Java, CSS, HTML, JavaScript and an arbitrary sequencing language native to UI.Vision.*   **Software Systems Development A-Level (Year 2)**  *'SimpsonsDatabaseManager'*   * *A visual frontend program for use by either employee or customer actors. Exhibits robust total control over a large Database of products, manufacturers, customers and orders. Exhibits many quality of life features for both actors.* * *Was developed according to Test-Driven Development practices and under the DSDM Agile Methodology, going through Alpha and Beta Testing Stages.* * *Includes heavy documentation: UML, Entity-Relationship Diagrams, Data Dictionaries and a formal Video Presentation.* * *Developed with C#, XML and SQLServer.*   **Databases Module**  *'Employment DB'*   * *A command-line program which robustly and effectively manipulates a large Database of Students, Employers, Jobs etc.* * *Includes documentation: UML, Entity-Relationship Diagrams, Data Dictionaries and a formal Video Presentation.* * *Developed with Java, MySQL and PHPMyAdmin.*   **Software Systems Development A-Level (Year 1)**  *'HeroQuestGame'*   * *A command-line program which robustly and effectively manipulates a large Database of Students, Employers, Jobs etc.* * *Includes documentation: UML, Entity-Relationship Diagrams, Data Dictionaries and a formal Video Presentation.* * *Developed with Java, MySQL and PHPMyAdmin.*     **Personal Projects**  *'ChristmasBreakPlatformer' - Collab with Caleb Hair ~SimonsBrother*  *(see GitHub)*   * *A fun attempt at trying to extend our knowledge of Java with jgl, a Java wrapper for OpenGL that provides cross-platform access to OpenGL using the JOGL Java library. Our goal was to try to make a platforming game, but it was eventually downsized to simple window manipulation and drawing functions.* * *This project did not achieve our shared goal, but still useful, as we learned to wrangle large libraries and extensions to java; through group experimentation, pair programming and reading documentation.* * *Developed with Java (jgl, JOGL).* |  |

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