

Daniel Allison

Curriculum Vitae

PERSONAL DETAILS

<i>Birth</i>	November 7, 1995
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ABOUT ME

I am a newly graduated Computer Science and Maths joint honours student looking for employment in a role that will challenge and excite me. I am a hardworking individual who is extremely passionate about Software Engineering, something which has interested me from a young age. I believe I have excellent time keeping skills, and strive to maintain my high standard for discipline and work output.

EDUCATION

BSc. Computer Science and Mathematics

2014-2018

University of Manchester

Graduated with a first class honours degree, with a first in my final year project.

WORK EXPERIENCE

Retail Assistant

2015-2016

Primark, Part-time

Performed numerous tasks such as working the register, clearing the shop floor, and unloading weekly shipments.

Mathematics Tutor

2012-2014

Tutored children for their GCSE mathematics exams, and also took a maths university module wherein I took students through a maths lesson I had prepared. Both of these things taught me how to correctly teach and give instructions, which I feel are good skills to have in a team role.

Pizza shop assistant

2012-2014

The Village, Part-time

Took customer orders behind the till and on the phones, eventually moved on to also help with food and delivery preparation as well as general shop maintenance. Developed extremely good communication skills in having to overcome an initial language barrier with coworkers who could not speak English very well.

PROJECTS

Endangered Earth

2015-2016

1st Year Project

Developed on a website with a fully functional 3D model globe using JavaScript that allowed you to pick a location in the world and check which endangered animals inhabit that region. Data was pulled from an online API and stored in our Database using mySQL. I learnt how to work in a software engineering team environment with my fellow students, as well as using version control using GitHub.

Stendhal

2016-2017

2nd Year Project

Developed on a game called Stendhal, an MORPG coded in Java. We were tasked in adding features in a TDD manner, where I learnt the importance of test coverage and code quality. Also learnt how to take leadership of a team when needed, as my team were all fairly introverted and so group discussion of certain issues had to be encouraged regularly.

Particle System

2017-2018

3rd Year Project

Created a particle system in C with an emitter that shoots out 3D rendered spheres that obey simple laws of physics such as gravity, bounce and friction.

Reminders with Amazon Echo

2017-2018

3rd Year Project

Created a reminder system for the Amazon Echo for my final year project. I developed a new 'skill' on the Echo using node.js that would add additional functionality to the existing reminder software on the device, such as adding specifications for the type of reminders users might wish to add.

SKILLS

Languages Java, C, C#, Python, Javascript, Node.js, HTML, CSS

Mathematics Discrete maths, graph theory etc

Linear Algebra

Advanced calculus

Complex and Real Analysis

REFERENCES

Available upon request