

# Daniel Allison

*Curriculum Vitae*

## PERSONAL DETAILS

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

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I am a newly graduated Computer Science and Maths 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

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### BSc. Computer Science and Mathematics

2014-2018

*University of Manchester*

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

## WORK EXPERIENCE

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### Assistant Control Systems Engineer

2019-Present

*Siemens, Full-Time*

Building a working train simulator to be used by testers to check validity of route setting logic.

### Engineering Intern

2018-2019

*Siemens, Full-Time*

Automated numerous processes within Siemens such as data generation for automatic train route setting (DRS) and train timetable filters. This was done using WPF and Winforms after learning the .NET framework on the job.

### 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.*

## PROJECTS

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### 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 (OpenGL) 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

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<i>Languages</i>	Java, C, C#, Python, .NET Framework, Node.js
<i>Mathematics</i>	Discrete maths
	Linear Algebra
	Advanced calculus
	Complex and Real Analysis
	Advanced knowledge of Finance

## REFERENCES

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Available upon request