JOSHUA CHATTEN

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INTRODUCTION

4th year MEng Computer Science student at the University of Bristol. I have a passion for software development and solving complex issues. Outside of my studies, I play tennis competitively and socially both for the university and clubs around Bristol and Gloucestershire. I also enjoy playing video games both with friends and by myself.

Examples of my skills are on my portfolio website: https://dw22682.github.io/Portfolio including the website itself which was created by me using next.js and react and hosted with github pages.

Languages I have used include (but are not limited to): c, c++, c#, Java, javascript/typescript, go, python

Other frameworks/ technologies I have used include (but are not limited to): react, next.js, svelte, scikit, pytorch, unity, git and github, AWS, javafx, maven

Through multiple units at university as well as working on projects I have gained a good understanding of the agile development lifecycle.

EDUCATION

MEng – Computer Science

University of Bristol   Sept 2022 – (expected) July 2026

(on track for) 1st Class

Optional units include:

- Applied Deep Learning
- High Performance Computing
- Systems & Software Security
- Advanced Topics in Theoretical CS (Algorithms)

A levels

St. Brendan's College

- Extended Project Qualification – A*
- Maths – A*
- Further Maths – A
- Computer Science – A
- Physics – B

GCSE

Mangotsfield Secondary School

- 7 x 9's (including Computer Science, Maths and English)
- 2 x 8's
- 1 x 7

EXPERIENCE

Assistant Tennis Coach

Frampton on Severn Tennis Club | Gloucestershire   Jan 2024 – Present

- Run adult and junior coaching sessions as well as cardio tennis and holiday camps
- Plan and adapt lessons to different groups and individuals to get the best out of them
- Communicate effectively tailoring explanations to different age groups and skill ranges
- On occasion, assist with inclusive tennis sessions such as walking tennis or visually impaired tennis

Assistant Tennis Coach

Rodway Hill Tennis Centre | Bristol   Sept 2019 – May 2023

Work Experience Placement (IT)

Royal United Hospital | Bath   Jul 2019 – Jul 2019

- Shadowed different departments including: helpdesk, IT engineers, system engineers and QA
- Assisted on multiple tickets including fixing broken computers in the library
- Given insights into security for large organisations such as the NHS

PROJECTS

Breast Cancer Assessment and Decision Database - NHS

A java and javafx desktop application intended to expedite the slow decision-making process during MDT meetings for breast cancer patients. Originally started as a 2nd year Software Engineering Project unit project, Lamb Chen and I have continued it and is now at the pilot stage where real doctors and surgeons are using a pilot version of this app in hospitals across the country.

*see portfolio website for more information

Whiteboard WebApp - Personal

A svelte project aimed at improving my web development skills and also introducing me to the svelte framework which I have seen is often used in industry.

*see portfolio website for more information

Ray Traced Rendering Engine – Uni Module

An implementation of a ray traced rendering engine written in pure c++ using only the standard libraries. This was for my Computer Graphics university module. Key features include: soft shadows, reflective surfaces (e.g. Mirror and rough metal), refractive surfaces (e.g. glass and ice), texture maps and lots more.

*not featured on my portfolio website as the code needed to be private as it was coursework

Shifting Sands – Uni Module – SealTeam7

A video game made for the 3rd year Games Team Project. Created with unity and scripting mostly with C#. This project was made in a group of 6, with a Composer from the music department also assigned to each team. The premise of the game lies in a novel interaction we created between the player and a real-life, handcrafted sandbox. Using a Microsoft Kinect v3, we used real time depth imaging data as well as camera data to topologically map the sandbox into the digital world. Other features included real time hand-tracking using media-pipe and physics scripts that both supplemented and sometimes superseded the unity rigid-body physics.

*see portfolio website for more information

AWARDS

- Brishack 2024 Winner – "Best Wearable Technology" – team of 5
  - Created a Vape Quitting App tied to a physical device that measured vaping. i.e. when and how long you vaped for.
  - 24hr hackathon
- UoB CSS Gamejam 2024 Winner – "People's Choice Award" – team of 6
  - Created a ghost hunting game called GhostSuckers
  - Team bonding exercise for SealTeam7
  - 24hr GameJam

REFERENCES

Available on Request