

Dylan Peacock

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PROFILE

A second-year computer science student at Loughborough University with a multicultural French and British background, I am dedicated to harnessing my technical knowledge and skills to contribute effectively within collaborative team environments. I am committed to leveraging my educational background to tackle complex challenges, support my peers, and help drive innovative solutions in the ever-evolving field of computer science.

EDUCATION

BSc Computer Science, Loughborough University 2022-2026

Year 1 Result : 74.8%

Software Engineering - 71	Web Programming - 82	Object Oriented Programming - 90	Databases - 76
Embedded Systems Programming - 70	Functional Programming - 89	Algorithms - 64	Python Programming - 83

Cité Scolaire Internationale, Lyon France 2013-2022

Option Internationale du Baccalauréat (OIB) : Equivalent to 4 A-levels

Mathematics - 19/20	Computer Science - 19/20	Philosophy - 16/20	Extra Science - 13.50/20
French Written - 16/20	Spanish - 19.30/20	English Lang&Lit Written - 15.20/20	English Lang&Lit Oral - 15/20
	History-Geography Written- 12/20	History-Geography Oral - 12/20	

WORK EXPERIENCE

Loughborough University - Student Ambassador 2023-Present

- Effectively communicated key information about the university, course requirements and offerings, and campus facilities to visitors.
- Demonstrated compassion along with strong interpersonal and communication skills when interacting with diverse groups of prospective students.
- Received positive feedback and recognition from both visitors and university staff for professionalism and dedication.

OSGL Rugby, Lyon - Age Grade Rugby Coach 2020-2021

- Designed and adapted rugby training drills to adhere to COVID-19 safety protocols and social distancing guidelines, showcasing creative problem-solving skills while maintaining effective player development.
- Successfully addressed unexpected challenges posed by the pandemic, such as limited access to training facilities or equipment shortages, by devising creative solutions to ensure the continuity of training and skill development

Contre-Cache, Lyon - Interior Architecture Internship 2018

- Created detailed design drawings, including floor plans, elevations, and 3D renderings, using industry-standard software (e.g., AutoCAD, SketchUp, and Revit).
- Assisted in on-site visits and inspections, ensuring that construction and installation activities adhered to design specifications and quality standards.
- Received positive feedback from senior interior architects and mentors for creativity, attention to detail, and dedication to project success.

COURSEWORK AND PROJECTS

Arduino Smart Home Device

Embedded Systems Programming

- Used C++ to create a “dummy” hub for various types of smart home devices such as speakers, sockets, lights, thermostats and cameras.
- Designed to read custom messages such as adding new devices or regulating them using the Serial Monitor, and display the results on the LCD screen after processing them.
- Learned to manage the limited SRAM space of embedded devices, making informed decisions about the datatypes I used in order to free up valuable space.

Knowledge Management System

Team Projects

- Used HTML, CSS, Javascript and PHP to create a knowledge management system for our “client”, built on a virtual machine using Google Cloud Compute Engine.
- Worked as a scrum master and developer within an agile team responsible for the end-to-end delivery of multiple web applications
- Honed my grasp of UX principles, fostering my capability to craft intuitive and user-centric interfaces tailored for various software applications

Library Checkout System

Object-Oriented Programming

- Used Java to create a library checkout system with a graphical user interface.
- Applied my understanding of Object-Oriented methodologies (such as abstraction, inheritance, encapsulation, and polymorphism) in a practical environment.

Rugby Place Kick Tracking App

Mobile App Development

- Developed a native Android Application using Android Studio.
- Implemented the App’s functionalities in Kotlin using native Android API’s.
- Created and used a bespoke Content Provider, made use of local storage, used Firebase for storing and retrieving data and ensured my app worked properly within the app lifecycle.

KEY SKILLS

Programming Languages

Through a range of school projects, I've demonstrated proficiency in Java, Python, Haskell, C++, and web development technologies (HTML, CSS, JavaScript, PHP, SQL), highlighting adaptability and full-stack web development expertise.

Documentation, Debugging and Troubleshooting

Throughout my academic projects, I consistently ensured meticulous documentation for clear communication within my team, and my systematic approach to debugging and troubleshooting fostered an organised and productive development environment

Problem Solving

My experience in rugby, where I efficiently adapted to shifting game dynamics, devised strategic plays, and problem-solved in high-pressure situations, directly parallels my ability to navigate complex programming challenges in computer science and software development with a resilient and solution-focused approach

Teamwork and Communication

From my time playing rugby, where I thrived in a team environment by coordinating strategies, communicating effectively, and supporting teammates, to my experience as a student ambassador, where I engaged with diverse groups to convey complex information, I provide evidence of promoting a culture of teamwork and open communication that translates seamlessly into collaborative software development projects