

Emily Mitcheson-Smith MPhys

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An enthusiastic physics graduate with the desire to move into the tech industry. A fast learner and able programmer with strong analytical, problem solving, and communication skills demonstrated through computational projects presented to peers, in addition to leading and managing small teams in different roles.

EDUCATION

Spear – *Personal and Career Development Programme* **2021**

- Developed confident communication and interpersonal skills: delivered presentations, networked with professionals, and demonstrated effective teamwork.
- Implemented change based on feedback.
- Demonstrated reliability and organisational skills over the six-week programme.

University of Southampton – *MPhys Physics, Upper Second Class* **2016 – 2020**

Notable Modules:

- Computer Techniques in Physics, Numerical Methods
 - Data analysis and problem solving via Python programming projects.
 - Communicated solutions via written reports.
- Physics Skills 1, Physics Skills 2, Physics from Evidence I
 - Practical laboratory data collection, analysis, and reporting.
 - Group presentation of results to peers.
- Master's Project: 'Chemical Synthesis of Colloidal Nanocrystals for Biomedical and Physiochemical Applications'
 - Self-motivated independent research, analysis and critical review within the Kanaras Functional Nanomaterials and Applications group.
 - Practical laboratory experimentation, analysis and reporting.
 - Communication of project to both experts and non-experts through separate written reports.
- Dissertation: 'Laser-Induced Nanoparticle Hyperthermia in Biomedicine'
 - Self-motivated independent research and report.
 - Processed information to provide critical review.
 - Team research and summary of results.
 - Verbal presentation of results to peers.

The Purbeck School **2011 – 2016**

- A-Levels in Mathematics (A*), Further Mathematics (A) and Physics (A)
- GCSEs: 14 A*-B including Mathematics and English to A*

WORK EXPERIENCE

_nology – *Junior Software Developer* **2022 - present**

- Taking part in a 12-week bootcamp to develop my programming skills and tech knowledge to be job-ready for the technology industry.
- Planned, researched, designed, and programmed projects, presented them to peers, and made changes based on both positive and negative feedback.

National Trust: Knoll Beach Café – Food & Beverage Team Member

Jul 2021 – May 2022

Working in a busy beach café as part of a team to ensure delivery of good customer service.

- Efficiently working in varying teams utilising clear communication, teamwork, and organisation between departments.
- Assisting customers, processing transactions, and adjusting service as needed to account for volume of customers.
- Preparing food to a high standard in a timely manner in the kitchen.
- Specifically requested to support a sister location when required.

National Physical Laboratory (NPL) – Vacation Student

2019

Worked within the Earth Observation, Climate and Optical (EO) group investigating uncertainty sources in satellite data to maintain traceability and accuracy.

- Trained in metrological uncertainty analysis with emphasis on metrology for Earth observation.
- Extracted and summarised relevant information from extensive papers and data sets.
- Programmed an algorithm in Python to auto-analyse and present data.
- Verbally presented results:
 - to the EO group via PowerPoint presentation.
 - at the SEPnet student expo to peers via poster.

Union Films – Volunteer Night Manager, Design Officer, Projectionist and Team Leader Oct 2017 – Jun 2022

Volunteering on committee at a popular student cinema supporting and leading front of house staff to provide customers an enjoyable experience.

- Lead and manage front of house staff as a Team Leader and Night Manager.
- Work as part of a team ensuring customers have an easy experience.
- Adhere to a strict schedule and ensure health and safety compliance as a Projectionist.
- Utilise the Adobe Creative Suite to create professional publicity materials as a Design Officer.
- Recruit, train and manage the volunteer design team as a Design Officer.

SKILLS, ACHIEVEMENTS, AND INTERESTS

- **Technical skills:**
 - **HTML**
 - **CSS / SASS**
 - **JavaScript**
 - **Python**
 - **MS Excel**
 - **MS PowerPoint**
 - **MS Word**
 - **MS Teams**
 - **Adobe Photoshop**
 - **Adobe Illustrator (basic)**
 - **Adobe InDesign (basic)**
- Union Films Volunteer of the Year 2017-18, Achievement in Publicity 2018-19, Achievement in Projection 2019-20.
- Best Poster, SEPnet Student Expo Nov 2019.
- UKMT Senior Mathematical Challenge Gold Award, Best in Year 2015.
- Researcher of Greek mythology.
- Video gaming, both multiplayer cooperative and competitive and single player role-playing and puzzle.

REFERENCES AVAILABLE UPON REQUEST
