

I am a first-year BSc Computer Science student and aspiring computer scientist, driven to expand my industry knowledge and build key skills to excel in the workforce. Passionate about solving complex problems through computational thinking to deliver innovative and effective solutions.

Education

Queen Mary University of London (2024 - 2027)

BSc Computer Science: Procedural Programming (70%), Logic/Discrete Structures (82.8%), Computer Systems/Networks (72.8%)

London Design and Engineering UTC (2022 – 2024)

A-Level: Maths (B), Computer Science (A), Psychology (B)

Little Ilford School GCSE (2017 – 2022)

GCSEs: 9 total, including Maths (8) and English (6)

Work Experience

Online Shop Volunteer - Oxfam (November 2024 - January 2025)

- Researched and listed high demand books by analyzing market trends to boost sales turnover.
- Wrote engaging SEO friendly descriptions with accurate details and images increasing customer trust and conversion rates.
- Conducted competitive pricing analysis using eBay and Amazon ensuring optimal pricing for maximum revenue.

Dispenser - MUNRO Pharmacy (August 2023)

- Managed stock replenishment ensuring fast and efficient access to medicines, inhalers and creams.
- Independently dispensed prescriptions accurately reducing staff workload and improving customer service speed.
- Filed dispensing tokens systematically reducing retrieval times and ensuring patient notifications were prompt via ProScript software.

LDE Lego Innovation Program - Extra-curricular (January 2023 - March 2024)

- Designed and led hands on workshops using Lego to teach problem solving for global issues like climate change.
- Guided children through brainstorming and building activities improving teamwork and critical thinking.
- Coordinated logistics to ensure smooth session scheduling and team member assignments.

Projects

RED ZOMBIES: Developed a top-down wave-based shooter game in **C#** using the **Unity Engine**, featuring dynamic gameplay mechanics.

Blackjack Game: Built a unique blackjack game in **Python**, leveraging **SQLite** for data storage and **Tkinter** for an intuitive GUI.

Minecraft Portfolio Website: Designed and implemented a **web portal** using **HTML/CSS**, showcasing my custom datapacks.