George Church

Croydon, South London

geojohchu@gmail.com 07804134940 www.georgechurch.co.uk

github.com/gchurch linkedin.com/in/georgechurch1/

EDUCATION

University of Bristol **Bristol**
MEng Computer Science, Upper Second-Class Honours *Oct 2014 - June 2019*

Greenshaw High School **Sutton, London**
A levels - Maths A, Further Maths A*, Physics A, Chemistry A* *2012 - 2014*

SKILLS

Modules taken include: Data Structures and Algorithms, Web Technologies, Cloud Computing, High Performance Computing, Systems Security, Software Product Engineering, Machine Learning, Applied Deep Learning, Advanced Computer Architecture

Languages used: Python, Java, C, C++, C#, JavaScript (Node.js), HTML, CSS, SQL, MATLAB

ACADEMIC PROJECTS

Final Year Project *Feb 2019 - May 2019*
I created a simulator of a financial exchange that is based on the London Stock Exchange's Turquoise Plato trading service. The simulator is designed to be a platform for the testing of automated trading algorithms. The simulator is written in Python. I implemented unit tests and integration tests. I received a first for my project.

Cloud Computing *Oct 2018 – Dec 2018*
I created a simple, scalable web application using Node.js and Express which runs on AWS services. The web server is run using Elastic Beanstalk, images are stored in an S3 bucket and DynamoDB is used for the database. I used CodePipeline to achieve continuous delivery. I also used Apache Jmeter to load test the web application.

Advanced Computer Architecture *Oct 2017 – Dec 2017*
I created a simulator of a superscalar processor in C++. The simulator includes many features found in modern processors including pipelining, reservation stations, multiple execution units, a re-order buffer, register renaming and branch prediction. I also created my own assembly language and an assembler. I wrote a few assembly programs for the processor to execute.

Game Project *October 2016 – May 2017*
I worked in a group of six students to build an augmented reality, networked, multiplayer game for iOS devices. The game was created with the Unity Game Engine (C#). I mainly worked on the physics, game logic and networking of the game.

Web Technologies *Feb 2017 – May 2017*
I created a website with Node.js and the Express web framework that allows users to share images with each other. Users can create an account, upload images and place comments. SQLite or MySQL is used for the database. I created a simple responsive web design with CSS so that the content is easily viewable on different screen sizes.

Software Product Engineering *Oct 2015 – May 2016*
I worked in a group of six students to create a mobile app for the Cotswold Water Park. The app provides users with information about the water park including upcoming events and has an interactive map to help users navigate their way around the area. The hybrid app was created with PhoneGap and uses AngularJS and Ionic.

INTERESTS

- I am currently learning German as a hobby.
- I regularly go to the gym and try to keep healthy.
- I enjoy playing football and table tennis.
- I enjoy learning and playing songs on the piano.