

## George Bell

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[LinkedIn](#)

[Portfolio](#)

Computer Science Undergraduate hoping to break into the industry and test the upper limits of programming and software development through the use of creativity and collaboration.

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## Education

**2019 – 2023** *MComp (Hons) Computer Science (Predicted 1<sup>st</sup>), Newcastle University*

**Relevant modules included:** Advanced Game Technologies, Advanced Graphics for Games, Understanding Concurrency, Human Computer Interaction, Software Engineering Team Project

- Delivered an independently researched 15,000-word dissertation entitled “A Comparison and Analysis of Graphical Reflection Techniques”, achieving a mark of 84%.
- Worked successfully as part of a team of five to deliver a facial recognition doorbell built from a raspberry pi with accompanying android app and won best team project. As team leader I organised daily meetings, allocated tasks and ensured smooth delivery of project.
- Led and assisted in several presentations to various sized groups, using data, surveys and questionnaires to support my topics

**2017 – 2019**

*Queen Elizabeth Sixth Form College, Darlington*

**A Levels:** Computer Science (A\*) Physics (A) Maths (A) Extended Project (A)

**2011 – 2017**

*Bedale High School, North Yorkshire*

**10 GCSEs:** Grades A\* - B

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## Work Experience

**Aug 2022 – Present**

*Computing Employability Intern, Newcastle University*

- Implemented different research techniques like surveys to understand student needs for what skills should be focused on when improving employability
- Interviewed several students about time in industry, gaining insight into the breadth of how the technology industry works
- Communicated and taught employability skills through weekly blog posts and planned sessions, giving advice on how to start and where to improve
- Involved and communicated on behalf of Newcastle’s School of Computing with industry professionals to understand the ideals and goals of a company and how to present this to students

***Jun 2022 – Sept 2022***

***Technical Education Resource Intern, Newcastle University***

- Incorporated gamification to teach multiple programming fundamentals, using Unity and an experimental add-on that had minimal documentation
  - Developed a broad range of educational resources for programming languages
  - Assessed the needs of the student body through discussion and reflection to highlight which areas required improving and focusing resources made to target this
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## **Additional Experience**

***Aug 2022 – Present***

***NSR Head of Production, Newcastle University Students Union***

- Employed as part of student media to create dozens of custom sound effects for all radio shows that are shown to the student body
- Collaborated closely with the other members of the NSR team to give support when needed

***Aug 2020 – Jul 2022***

***Culture Sub-Editor, Newcastle University Students Union***

- Volunteered with student paper, managing TV and Film sections to create visually distinctive spreads on a weekly basis
  - Demonstrated strong communication and collaboration skills due to working with small team and the quick turnaround time to develop a 2000 word spread
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## **Achievements**

- Runner up, of eight nominees, to the 'Pride of Newcastle' award for Contribution to Arts, Media, and Culture for work done with the Film section as part of The Courier
  - Won two awards at Newcastle University's Media Awards for Best Section and Writer
  - Elected treasurer for NU Film Society for two consecutive years, managing substantial budgets, leading events, and supporting the rest of the committee
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## **Additional Skills**

- Strong literacy and communication skills
  - Photoshop and InDesign
  - Languages – Basic Chinese Mandarin (Currently taking a vocational module)
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## **Interests**

- Avid journalist discussing games, film and tv across several publications and host of my own podcast, *From Page To Picture*, which discusses books and their film adaptations.