

George Bell

42 Belle Grove West, Newcastle Upon Tyne, NE2 4LU

07495 334686 georgebell.com@gmail.com

[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.

Education

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

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

- Completed a range of complex C++ projects involving the renderer, physics engines and networking among other things.
- 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.

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

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.