

# George Lowe

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Innovative and forward-thinking Computer Science graduate with an enquiring and entrepreneurial mind. I am highly adaptable and motivated by a collaborative environment where my decision making and critical thinking skills allow me to generate purposeful output.

Having achieved an Upper Second-Class degree as well as a First in my final year dissertation, I am actively seeking graduate positions where I can continue my learning journey, expand my technical skill set, further exercise creativity in solving business problems and challenge myself in a role that will provide me with rich opportunities in the fast paced tech industry.

## Experience

**Ecommerce Store Founder and Developer** The Pawtrait Design Company. *September 2020 – Current*

Using lean methodologies, launched a pet portraiture business which specialises in the sale of bespoke illustrated art products targeted at customers in the niche of pet ownership.

- Drew £12.5k in sales in a 5 month period through agile and data driven approaches.
- Responsible for the sourcing and fulfilment of a range of products selected through research of popular brands and their shortfalls.
- Identified automation opportunities for tedious tasks and subsequently implemented solutions through the use of supplier APIs and web automation technologies using Javascript, Node.js and Python to save operational time.
- Carried out the branding responsibilities to produce a consistent and high quality online presence alongside the running of social media advert campaigns to attain a high clickthrough rate.
- Delivery and maintenance of a high level of customer service responsible for driving organic growth and repeat customers.

**CodeX Python Tutor** Enactus, Nottingham. *September 2019 – June 2020*

CodeX is a social enterprise which tackles employability issues faced by children primarily with Autism spectrum disorders, by teaching them fundamental coding skills.

- Crafted and delivered engaging, concise and interactive lesson plans such that a firm understanding of Python was attained by students.
- Developed student confidence through active listening whereby I identified challenges that were holding students back from maximizing their learning potential.
- Maintained structure and motivation through clear communication and efficient organisation.
- Liaising with parents ensured that requirements were met for their child's learning experience.

**Human-computer Interaction Consultancy Project** Petrosains, Kuala Lumpur. *January - June 2019*

Project Title: Interface design for an educational museum exhibit.

- Produced a Software Requirements Specification as a result of completing an ethnographic study on behalf of this client, identifying and understanding less popular exhibits in their STEM discovery centre.
- Implemented prototyping techniques to assist in the design of software, as well as a physical ecosystem that would interface the human-computer interaction.
- Cross cultural communication skills were utilised to produce high quality output within a team from diverse backgrounds.

**Customer Service Assistant** Morrisons, Kettering. *March 2015 – Jan 2018*

- Enabled the development of valuable people skills, effective communication, active listening and efficient time management.

## Education

**BSc Computer Science, Upper Second-Class** University of Nottingham. *September 2017 – June 2020*

I achieved a First in my final year dissertation titled 'Camera-based object tracking for VR experiences', where I utilised Python, C# and computer vision, to explore new possibilities for interactivity in virtual experiences.

Notable modules included: Artificial intelligence methods, Machine Learning, Computer security, Mobile device programming, Operating systems and concurrency, Databases and interfaces.

**Single Semester Study Abroad** University of Nottingham Malaysia Campus. *January 2019 – June 2019*

This experience improved my awareness and appreciation of other cultures, as well as gaining hands on experience and consolidation of communication skills whilst working amongst local students. I opted to take part in this programme as I regard international experience as being essential for today's global market.

**The Latimer Arts College** Kettering. *September 2008 – June 2015*

**A-Levels:** Mathematics - B, Biology - B, Business Studies - A\*, AS Level: Economics

**GCSEs:** 9 A\* - C including Mathematics A, English B, Science A

## Technical Skills

**Programming languages (proficient):** JavaScript, Python, HTML5, CSS

**Programming languages (familiar):** PHP, SQL, C#, Java

**Tools and Frameworks:** MATLAB, Node.js, React Native, Git, Android Studio, Unity, Trello

## Additional Information

**Achievements:** Young Enterprise Scheme: Managed a team to develop and pitch an innovative product idea to a panel of investors. We secured funding and were praised for the work produced.

CIPFA, Accountancy Challenge: I was selected to take part in a team management day which required forward thinking, whilst learning about complex financial issues within the public sector.

**University Activities:** Member of development tennis, French lessons.

**Volunteering/Fundraising:** Enactus, The Great Escape Challenge 2018: 48 hours to get as far away from the University as possible whilst raising money and awareness for a student-led social enterprise.

Jolly Green Sherpas, 2018: Voluntary customer service work at music festivals, whilst building on interpersonal skills.

**Other Interests:** Intermediate French language learner, avid reader in a variety of fields including business strategy, innovation, health and global development.

**References are available upon request.**