Gregory Wright

Contact

☏ **Phone:**
+44 (0)7752 169 403
✉ **Email:**
g.wright.2@warwick.ac.uk (uni)
gregory@gwrig.com (personal)
GitHub (new):
https://github.com/gregorysjwright

Languages

Intermediate: working/some adv. knowledge

Python, ***C++***, *C* (Main = **bold**)

Basic: fundamentals/out of practice

Mathematica, *Java*, *C#*, *JavaScript*, *HTML/CSS*, *MySQL*

Awards

Full school Colours for academia.
Various school academic awards in maths, science and ICT/computing.
House award for overall achievement, punctuality, attitude & responsibility.
Overall school achievement award for best in year for GCSE grades.
DofE Silver, Jack Petchy award, NCS.

Sports & Hobbies

Dodgeball (Warwick University, Coventry Silverbacks 2nds captain)
Rock Climbing

References

Gareth Alexander (Project Supervisor)
☏ **Phone:** +44 (0)2476 150 210
✉ **Email:** g.p.alexander@warwick.ac.uk

Erwin Verwichte (Personal Tutor)
☏ **Phone:** +44 (0)2476 524 917
✉ **Email:** erwin.verwichte@warwick.ac.uk

Education

Maths & Physics (MMathPhys) September 2018 - July 2022
University of Warwick, Coventry
Years 1-3: First Class (72%), currently year 4 (integrated masters)
(Please see GitHub for transcripts)

A-Levels September 2015 - July 2017
Southend High School for Boys, Southend
Maths, Further Maths, Physics, Computer Science: A* A* A*A
AS-Level Chemistry: A

Relevant Masters Modules:
CS917 Foundations of Computing (Unusual option). Fundamental module covering all the core principles required for postgrad Computer Science students. *Python*.
PX425 High Performance Computing in Physics. Solving Maths/Physics problems by writing optimised parallel code using threads (*OpenMP*) / processes (*MPI*). *C*. *Linux*.

Projects & Experience (Non-Coding)

Masters Project October 2021 – Present
- Theory project on Chiral Active Matter and Odder Elasticity.
- Independent and original research and problem solving collaboratively with project partner.
- Report writing, project poster and presentation.

A-Level Maths/Physics Private Tutor January 2022 – Present
- Communicating concepts clearly and concisely to multiple tutees with varying ability levels through both online and in-person sessions. Coming up with interesting and unique learning strategies and examples.
- Monitored progress & found weak areas to focus per session.

Degree Transfer (6 weeks) Summer 2019
- 4th person ever to switch courses to 2nd year MathsPhys after 1st year Physics without retaking the year.
- 6 weeks to learn 1st year core maths and sit the summer re-sit papers. Serious time-management, commitment, and efficiency to achieve a very difficult feat.

Tesco's Grocery Customer Assistant March – September 2018
- Carried out stock rotation, reductions, helping customers, working on tills, etc. Full-time.
- Improved communication skills and provided excellent customer service with regular positive feedback from managers after speaking to the customers.

STEM Research Project (*Gold Crest Award*) (4 weeks) Summer 2016
- Researching concepts behind light fields and their capture.
- Plenoptic camera and uses for Lunar Mission One module.

HMRC Southend IT Internship (2 Weeks) 2014
- Shadowed day to day work including fixing computers, diagnosing faults, and replacing equipment.

Projects & Experience (Coding)

(Please see Github for code files)

Sudoku App - 'Simple Sudoku (no adds)' (3 weeks) Summer 2021

- Published on the *Android Play Store* (Publisher Name: *'Gerginator'*).
- First app designed using *Unity* and *C#.*
- 2nd real project using a software development lifecycle with an end-product that isn't simply 'a code file' with *Google Play Console*.

OpenGL Solar System Simulator October - July 2017

- Simulated orbits of bodies around a star using *Kepler's laws* and custom game engine.
- Designed a 'simple' 3D game engine using *OpenGL* API.
- Features include a lighting model, texture objects, cube maps, camera movement and GUI implementation with *SDL2* API.
- 3000-line (concatenating c/header files) OOP A-Level project in *C++* with corresponding report.
- Full waterfall SDLC from gathering user requirements, planning to testing and operation.
- Initial problem being my physics teacher wanting a tool to help teach orbits & elliptical motion. The solution correctly predicted the motion of bodies and was user-friendly according to him.
- Achieved almost perfect, best in class, grade with my computer science teacher stating that it could be used as a master's project in a computer science degree due to the complexity.
- Learnt some *Vulkan* due to experiences with *OpenGL* but didn't take on any major projects.

Penetration Testing 2020 - 2021

- Became interested in cyber security and read about many ideas in articles and online textbooks.
- Learnt *Python Tkinter* to create a gui to easily implement scripts.
- Became more familiar with network protocols, *Linux commandline*, *Microsoft Azure* to create virtual machines and exploit remote test systems. Using *Kali Linux* tools and writing *Python* scripts. Monitoring network traffic with *WireShark*.

Wolfram Mathematica February 2022

- Learnt *Mathematica* to visualise mathematical & physical models and solutions for my masters project report.
- Created visually appealing and accurate figures, by importing the models into *Inkscape*, and well-represented liquid crystal systems notably by my report assessors.

Other Relevant Degree Modules (1st no. – year of study, MA/PX – maths/physics department)

- MA3H0 Numerical Analysis & PDE's (*python*, learnt why numerical solutions to pdes work)
- PX390 Scientific Computing (*C*, solving multi-dimensional pdes, finite difference, linear algebra)
- PX277 Computational Physics (*python*, integrating/differentiating & modelling all numerically)
- PX150 Physics Programming Workshop (basic *python* fundamentals & scientific *python*)

Drivers Test Automation Summer 2021

- I couldn't wait 6 months for a driving test nor mindlessly refresh the cancellations page for days on end. I created a macro to automate the process and found a test for ten days later, the minimum allowed. I was able to help some of my less technical peers with this same method.

Additional

Blender Animation Summer 2021

- Created and animated models to produce a scene illustrating some fundamental dodgeball concepts. Intention to understand drills without being demonstrated in advance and waste time.

World Challenge 2017 Mongolia July - August 2017

- Charity work; helped at a school with teaching, building work, landscaping and the repair of a children's playground. Managed group spending and came underbudget by £400.

Basic Information

Current Location: Coventry
Nationality: British Citizen
Graduation date: July 2022
Start availability: asap
Notice Period: n/a
Booked Holiday: n/a
Car ownership & license: Yes

Work Preferences

Type of Work: Software Engineering
Preferred Industry: n/a
Open to relocating: Yes
Preferred locations: Cambridge, London, West Midlands, i.e. Coventry/Birmingham
Preferred Type: Hybrid flexibility
Preferred mode of transport: Car, public transport

(Please see Github for most up to date CV and alternate file type)