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# HARRY GRAHAM

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## PERSONAL INFORMATION

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Phone: 07411113998

Date of Birth: 02/12/1995

Nationality: British

Website: [harrygraham.net](http://harrygraham.net)

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## EDUCATION

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### Degree (2015 – Present)

Computer Science BA  
University of Cambridge, Christ's College

### A Levels (2012 – 2014)

A\*A\*A\*A\*a  
Maths, Further Maths, Physics, Computing, Chemistry (AS only)  
• Further Maths was self-taught  
Saint George's Church of England School, Gravesend, Kent

### A Level Awards

AQA A-Level Computing Project Top 50  
- (Out of 2500+ who took the qualification)  
- Project further used as exemplar by exam board  
AQA Computing Netcraft Prize 2014

### GCSEs (2007 – 2012)

12 GCSEs, Grades A\*-B including Maths, English and Sciences  
Saint George's Church of England School, Gravesend, Kent

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## EMPLOYMENT / EXPERIENCE

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### History Phone, 2<sup>nd</sup> year project – Cambridge, UK (Jan 2017 – Mar 2017)

- Cambridge Part IB group project, 5 team members, 6 weeks with around 4 weeks of technical implementation
- Project to create app and system for users to chat with artifacts in museums with Bluetooth beacons
- Android app developer, UI, Database work
- Project management involvement including leading client meetings, project discussions and organisation
- Delivered project presentation to around 200 guests, using public speaking and communication skills
- Gained experience with Android development but also knowledge of Bluetooth BLE beacons, NLP methodologies, chatbots, server code

## **Student Caller, Christ's College Telephone Campaign – Cambridge, UK (Apr 2017 – Apr 2017)**

- Part of a small student calling team to raise money for the student support fund, calling alumni of the college
- Helped to raise over £200,000 over 2 weeks of calling
- Further developed my communication and problem-solving skills, dealing with unexpected scenarios while maintaining a confident, chatty but professional attitude, thanks to my excellent telephone manners

## **Internet Services Developer, Netcraft – Bath, UK (Jan 2015 – July 2015)**

- Phishing site classification: Every day I would work through large numbers of URLs submitted to Netcraft's toolbar system and would classify them accordingly. Often 1000+ need classifying every day
- Often writing regex expressions to 'catch' similar phishing sites. Regex's I wrote would often automatically classify roughly 10% of current day's log
- Site Takedowns: Using Netcraft's takedown system, to help remove phishing sites targeting our customers. This would often include contacting hosting companies, registrars, web masters and legal authorities to have malicious sites removed
- Analysis of Phishkits, retrieved from Phishing URLs. These were often written in PHP and included some sneaky ways of sending personal details to phishers
- Some small developments using Perl
- Debugging some interface / customer problems
- Valuable insight into the commercial world of Internet Security. Being a small company, I was able to see and sometimes partake in clients communication, sales and other commercial aspects of the company

## **Teaching Assistant (Sep 2014 – Jan 2015)**

- Assisted in Maths, Physics and Computing lessons (A level) several times a week, in some cases teaching whole lessons
- Ran my own (small) Further Maths class to help others learn some further mathematics material and to encourage them to take up further independent study. Using what I learnt from self-study, I was able to teach others from my own experiences
- Learnt to explain things clearly and communicate effectively
- Helped teach lower years to program (C#)

## **Chess System (Jan 2014 – Apr 2014)**

- Fully functioning, graphical, two-player chess system
- Optional basic math's revision integrated into the system
- Various settings including style of board and available moves highlighting
- Written in C#
- Provided software solution to school chess club
- Classroom taught in Visual Basic, however after research and deciding C# was a better, more object-oriented language, I taught myself C# to code this system.
- A good insight into the power of OOP and the selection of programming languages for particular tasks
- Persuaded the school to move to teaching of C# as their main language

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## **SKILLS**

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### **Programming Languages:**

Proficient:	Java
Experience with:	C, C++, C#, ML, HTML / CSS, SQL, Perl, Verilog, Prolog

### **Spoken languages:**

- English (Mother tongue)
- Italian (Basic level A2 CEFR)

## PERSONAL QUALITIES / HOBBIES

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- I am a fast learner
- I learn well from others and as a team
- I am always enthusiastic to broaden my knowledge
- I am a very positive person, always looking for new opportunities

### Hobbies Include:

- Rowing – I spent first year of University rowing for college. This was really fun and it pushed me a lot, with the intense training schedule alongside the equally intense academic schedule we have!
- Learning Italian – Slowly but surely I am teaching myself the Italian language. I enjoy learning various exceptions and idioms in a foreign language and the stretch it has on the brain.
- Photography – I enjoy taking photographs of my travels and sharing experiences in unique ways, in particular through Instagram. I am by no means a professional, but I enjoy maximising potential with just an iPhone and being creative with the tools available to me.

## REFERENCES

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### Mr Alex Finch (Computing Tutor)

[FINCHA@saintgeorgescofe.kent.sch.uk](mailto:FINCHA@saintgeorgescofe.kent.sch.uk)

A remarkably gifted, highly intelligent and model student who has a clear aptitude for computer science and mathematics. He has a relentless drive for perfection and success where only the best is good enough. He learned C# and Java independently, alongside Visual Basic in the classroom. Always willing to help and support others, he offered additional programming and revision sessions to students of varying ability. He also provided high quality sessions for students to learn C# and the school has now moved to teaching C# as the primary language in KS5. He produced an exemplar project that excelled in all phases of the systems lifecycle. Highly original and personalised, his project fused together his passion for chess, computing and mathematics. The final result is a testament to his design skills and coding ability; providing a sneak peek into the future of a highly talented developer. He is a great problem solver with an exceptional academic record who has limitless potential.