HARRY GRAHAM

CURRICULUM VITAE

PERSONAL INFORMATION



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Date of Birth: 02/12/1995

Nationality: British

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EDUCATION

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 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

EMPLOYMENT / EXPERIENCE

Netcraft - Bath, UK (Jan 2015 - Jul 2015)

- Role: Internet Services Developer
- Phishing site classification: Every day I would work through large numbers of URLs submitted to Netcraft's toolbar system and would classify them accordingly.
- 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.
- Basic SysAdmin tasks
- Some small developments using Perl
- Experience working on a dev VM, on a few linux distributions including Mint.

- Debugging some interface / customer problems
- Weekly EST hours shift, to deal with out of hours' business
- 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 (January 2014 - April 2014)

- AQA Computing project
- 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#
- Course was 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
- Given more time, a simple AI implemented perhaps to guide players on which moves are 'better'

SKILLS

Programming Languages:

Java	C#	HTML / CSS
С	C++	Prolog
ML		

Some knowledge of:

Perl	РНР	Python
Javascript		

Spoken Languages:

- English (Mother tongue)
- Italian (Basic knowledge)

PERSONAL QUALITIES / HOBBIES

- I am a fast learner
- I learn well from others and as a team
- I'm 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.
- O 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

Mr Alex Finch (Computing Tutor)

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.