
HARRY GRAHAM

CURRICULUM VITAE

PERSONAL INFORMATION



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Phone: 07411113998

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.
- Basic SysAdmin tasks
- Some small developments using Perl
- 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

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
C	C++	Prolog
ML		

Some knowledge of:

Perl	PHP	Python
Javascript		

Spoken Languages:

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

PERSONAL QUALITIES

- I am a fast learner
- I learn well from others and as a team
- I'm always enthusiastic to broaden my knowledge

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.