

# HARSH JAYPRAKASH.

PROGRAMMER AND ARTIST.

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## Profile.

A detailed-orientated Computer Science Graduate with First Class Honours from The University of Winchester, passionate about creating software. Experienced in web-technologies with a focus on front-end frameworks such as Angular and Vue, alongside traditional application development using languages such as C, Java and Python. Proficient at working on both Windows and Linux platforms, with an interest in Windows development and an understanding of low-level concepts. Seeking opportunities to apply and develop new skills and contribute to the tech industry.

## Technical Skills.

- Angular
- C
- HTML + CSS
- GNU + Linux
- Java
- Microsoft Office
- Microsoft Windows
- Pascal
- Python
- Visual Basic .NET
- VMware Workstation
- Vue.js

## Professional Skills.

- Attention-to-detail
- Time Management
- Problem Solving
- Work Ethic
- Resilience

## Project Experience.

**Algorithmic Art Playground** H2 '24 – ongoing  
Java ~ A simple tool to experiment generating art via programming locally.

**Library Loans System** H1 '23  
Java w/ MySQL ~ A system to keep track of library inventory, and loaned Books and DVDs.

**Noughts and Crosses** H1 '22 – ongoing  
Pascal ~ A text-based game of Tic-Tac-Toe against the computer

**Experimental Blok** H1 '21 – ongoing  
C w/ Windows API ~ A square that moves around a user generated maze.

**Personal Portfolio Website** H2 '21 – ongoing  
Vue.js w/ TypeScript ~ A digital place to showcase skills and undertaken projects.

**Dog Walkers Finder** H1 '24  
Angular w/ AWS Amplify ~ A tool for dog owners to find dog walkers within their local area.

**Crane Container Simulation** H1 '23  
Pascal ~ A simulation to calculate the time taken to arrange crates at different loading bays.

**Wrapping Paper Quotes Calculator** H1 '22  
Python ~ A calculator for a department, who provide gift wrapping services based on present shape.

**Trigonometric Helper** H1 '20 – ongoing  
Visual Basic .NET ~ A tool to aid in the learning of Trigonometry at the A-Level standard.

**Adventure Game** H2 '19 – ongoing  
Visual Basic .NET ~ A text-based adventure game exploring the environment

**Education.**

Bachelor of Science  
Computer Science (First Class Honours)  
University of Winchester  
2021 – 2024

GCE A-Levels  
Computer Science (B), Maths (B), Fine Art (A)  
Barton Peveril Sixth Form College  
2019 – 2021

GCSEs  
English, Maths, Science, Geography, Spanish, Computer Science, Fine Art

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**Other Experience.**

Shelf Stacking  
Goldsmiths (Best One)  
2<sup>nd</sup> – 13<sup>th</sup> July 2018

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References available on request.