HEMAN SEEGOLAM | Software Engineer

CONTACT

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INTERESTS

Travelling

Arts, Music & Entertainment

Sports

EDUCATION

SECONDARY EDUCATION –

SOUTHEND HIGH GRAMMAR SCHOOL FOR BOYS

GCSES (2014 - 2019):

Maths 9; Further Maths A*;
Combined Sciences 99;
English Literature 9;
English Language 8;
Computer Science 8; Electronics 7;
Art 6; Religious Studies 7; French 9;

A-LEVELS (2019 - 2021):

Maths A*; Computer Science A*;
French A; Economics B;
Further Maths AS A;

UNIVERSITY (2021 - 2025) –

KING'S COLLEGE LONDON

BSc (Hons) Computer Science with a
Year Abroad;

WEBSITE

heman-s.github.io

PROFILE

Defined by an eagerness to grow and push myself out of my comfort zone to build up my confidence, communication, organisation, knowledge and teamwork. Whilst formerly participating in activities such as rugby and arts to accomplish these qualities, I am currently involved in playing basketball, dance, and playing guitar. Now, I would like to further test and expand my boundaries and explore the commercial world of computer science, where I am able to put to use and improve my problem solving and algorithmic skills, beyond my own personal projects, that provide a real output into the world.

EXPERIENCES

Private Tutoring: During my time at university, I have also acted as a private tutor to aid a student to improve their computer science skills, which has enhanced my presentation skills and communication.

CyberFirst Course: Over lockdown, I completed an online course with CyberFirst, primarily focused on cyber security. Their online labs and interactive project allowed me to develop skills such as encoding, encrypting, extracting information (imaging), ethical hacking, and penetration testing.

UKMT Maths Challenge: I have participated and accomplished a Junior Gold Award and Senior Silver Award with UKMT, which improved my ability to solve unique problems and hone my intuitive thinking.

Have Your Say Competition: I have participated in a language competition with Have Your Say where I had to work with a partner to converse in French, reaching the finals. This required comprehensive communication.

PERSONAL PROJECTS

Quiz Application: Using Python, Tkinter and SQL, I created a working platform which allowed teachers to easily test, grade and track the progress of students, where teachers were able to create and edit quizzes of their own for students to interact with or to choose between a range of quizzes that produced randomised questions and answers. This then produced a visual display of progress to the teacher and parents of the students.

Text-Based Game: Using Java, I created an escape-style game which simulated movement, character interaction, unlocking clues and locations, etc.

Food Chain Simulator: Using Java, as a pair, we created a simulator that would show the behaviour of an ecosystem of a number of species, incorporating a factor of multi-threading.