

Harry Kelly
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Personal Profile

I am a fourth year computer science student eager to apply my skills and knowledge in a professional setting. As a team leader at a takeaway restaurant I gained leadership skills, and studying for my degree during the pandemic has taught me a combination of both independent and team working skills, in both an in-person and remote working setting. I am excited to continue my professional development and contribute to innovative and impactful projects.

Education

2019 - 2023: MEng Computer Science, University of York

- Currently averaging a First-class Honours
- Modules include Software, Engineering, Data, Intelligent Systems, Model-Driven Engineering, Evolutionary Computing and Human-Computer Interaction

2017 - 2019: The Blue Coat School, Oldham

- A Level: Mathematics (A*), Computer Science (A), Physics (B)
- AS Level: Further Mathematics (A)

2012 - 2017: Saddleworth School, Oldham

- 3 GCSEs: Grades 9-5 (including English and grade 9 Maths)
- 8 GCSEs: 2 A*s (Computer Science & Further Mathematics), 6 As

Technical Skills

- Quick to learn new programming languages and tools
- Coding skills in Python, Java, C, and Haskell. Experience with HTML & JavaScript
- Experience with SQL, including complex requests as part of previous projects
- Experience with Git, used for both personal and university projects, as well as Continuous Integration practices
- Understanding and experience with machine learning libraries such as PyTorch and Scikit-learn
- Experience with languages and tools such as EssencePrime & Savile Row, the Eclipse Modeling Framework, and the KWin scripting API
- Experience using Windows and Linux both in the command line and with desktop environments such as GNOME, KDE Plasma, and Xfce
- IT Literate, competence in Microsoft Office packages

Work & Voluntary Experience

2020 - 2022: President, Comic Society, University of York

Hosted weekly events and fostered a community, both in-person and online, during a difficult period for societies

2017 - 2019: Team Leader, Blue Ginger, Oldham

Managed a busy takeaway both individually and as part of a team. Co-ordinated employees, handled money and documented daily income and expenses. Communicated clearly with staff members for whom English is a second language

Projects

2023: Digital Twins Group Project

Currently working as part of a team to develop a system for creating digital twins, and using the system on a "Mars rover" built using the Lego Spike kit. Making use of a SCRUM-based workflow

2023: KWin Dynamic Desktops

Creating a KWin script (in Javascript) for KDE Plasma that dynamically creates and removes virtual desktops in a manner similar to GNOME workspaces, whilst supporting the ability to maximise windows to a new virtual desktop

2021-22: How Important is a City Street?

Identifying ideal streets for pedestrianisation, using Python and data from OpenStreetMap to estimate the importance of streets using the Eigendata Centrality, and performing simple traffic flow analysis to estimate the impact of closing important roads to vehicles

2021: Java Game Group Project

Part of a team with no previous game development experience who worked as software engineers on a 2D game in Java based on a list of requirements, and improved a game created by another team. Learned about application architectures and Java best practices, along with how to use LibGDX, use Git, and work as part of a remote team based in multiple countries

2020-23: Home Server

Managing an Ubuntu server acting as a NAS, personal VPN, and web server. Required understanding of Linux, Docker, and networking, along with a commitment to maintenance and troubleshooting

2018: Menu Streamlining

Developed a set of tools to streamline the menus of restaurants and fast food businesses. Used Java and SQL to analyse a set of menus, recipes, and sales data to identify ingredients required for dishes that make a low overall profit. The tools considered the cost to purchase ingredients, the price of dishes, and the sales figures for every dish

Interests

- Software development, with a focus on legibility and good documentation
- Good user interface design, and the need for technology to be straightforward, intuitive, and "feel right"
- Machine learning, its possibilities for reducing workload & improving productivity, how we can further improve it, and the ethical considerations that need to be made
- Free and open source software, and the ways it allows us to take control over our digital lives
- Small Web / web0, and the possibility of decentralised technology empowering individuals without the additional problems of blockchain technology