

JAKE PEARCE

Computer Science Student

I am a computer science student that works best when focused on delivering a product and performs well both independently and in teams. I am a quick learner with excellent communication abilities who approaches problems creatively. I'm passionate about using code and technologies to design solutions and seek to further my abilities by gaining experience in a professional setting.

EXPERIENCE

DATAMARKED INTERNSHIP - SUMMER 24

My main deliverable was an application that allowed users to review, assess and edit the bounding boxes generated by AI defining key items detected in images. I gained experience in integrating with cloud services (AWS Rekognition). The application ran locally and was designed to be easily integrated into the main business cloud application. During design reviews, I was able to refine the requirements improving the UX for speed and accuracy of processing large batches of images quickly.

Main Skills

UX | Design Review Processes | JS | CSS | HTML | AWS | Agile

INFOSUM INTERNSHIP - SUMMER 23

I developed an interactive roadmap showcasing the companies past, current, and future deliverables that dynamically mapped the data from a Jira csv file. I gained experience using npm and TypeScript to develop the product as well as Figma where I mapped the UI design from. Being involved in a high-performing environment evolved my knowledge of developmental paradigms, specifically agile.

Main Skills

UX | Design Review Processes | TypeScript | Figma

FINAL YEAR PROJECT - SPRING 25

I developed a 2D action-platformer game in Unity, themed around medieval fantasy, featuring responsive player controls and enemy AI using state-driven logic. I designed modular systems using C# and key design patterns (Singleton, Factory, State) to support features including a stat upgrade system and dynamic achievement tracking. I Gained experience in animation syncing, scene transitions, and architecting scalable UI across multiple gameplay states.

Main Skills

Unity | C# | Game Architecture | Animation | Design Patterns

HOSPITALITY - SPRING 22 TO AUTUMN 23

My communication, teamwork, and customer service capabilities have increased as a result of working in a number of roles in the hospitality sector. This allowed me to develop my time management and organisational skills within busy work environments. The numerous experiences have enhanced my problem-solving and interpersonal skills.

CONTACT

jakepearce2002@gmail.com
07930 104851
38 Chatsworth Green, RG22 4QA
DOB - 14.11.2002

TECHNICAL SKILLS

PYTHON	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
JAVA	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
HTML	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
JS	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
SQL	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
CSS	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
C	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
C#	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>

EDUCATION

ROYAL HOLLOWAY - 21 TO PRESENT

Degree: Computer Science (BSc)

Key Modules

Quantum Computation | Software Engineering | Algorithms and Complexity | Operating Systems | Symbolic AI | Software Design | User-Centred Design | Software Language Engineering | Applications of Cryptography | Malicious Software | Computer and Network Security

QUEEN MARY'S COLLEGE - 19 TO 21

Qualifications: A-Levels

Subjects Studied

Computer Science (A) | Media Studies (A*) | Biology (A) | EPQ (A*)

REFERENCES

INFOSUM

jamesjtriggs@gmail.com - VP of Engineering