

# James Gammon

 jamesegammon.com

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Undergraduate on Computer Science with year in Industry, University of Nottingham, Nottingham, UK

## Profile



Computer Science with year in Industry Graduating in 2026. I am a highly passionate and conscientious individual proficient in design thinking with a creative out-takes, having worked on diverse projects incorporating full stack development individually and with other programmers. I'm a proven team player in several disciplines from which I've developed great soft skills and interpersonal skills during projects, I love to create hosting my own blogs discussing technology and food journeys.

## Education

### Computer Science first year | 2022-2023



-  Grade: 1<sup>st</sup> (77%)
-  Developed a keen interest in requirements engineering, UML and different design basis, C, Networking technologies and functional programming.
-  Achieved 91% in AI, 89% in Systems and Architecture and a 1st in Linear Algebra

### Abbeyfield School | 2015 - 2022





-  A-levels: Computer Science(A) including 67/70 on NEA, EPQ(A\*) on Formula 1 engineering, Science extended diploma level 3(D\*), Geography(B)
-  GCSE's: 8 GCSE's, 6 at 6+ including 7s in Computer Science and Maths and an 8 in Geography

## Technical Skills

### Languages

-  Proficient in C/C++, Java, Python, Haskell, SQL, PHP, HTML, CSS, Javascript,
-  Previously developed in Ruby, ARM assembly

### Software

-  Effective use of Visual Paradigm for UML and requirements engineering
-  Use of Git, Git extensions to manage projects
-  JUnit testing mechanisms
-  Data visualization in Python

## Projects

### C++ Unity Racing game - Computer Science NEA

Technologies used: C#, PHP, SQL, MAMP database

Features: Cohesive project documentation with over 230 pages on the full software life cycle; Full-stack secure profile creation system using TCP/IP protocols against a backend, full racing game implemented in Unity.

### Packet routing server

Features: Graph library implemented in C using linked list data structures which worked in unison with an implementation of Dijkstra's Algorithm to search for fastest network routes and store a network of networks. Each put into practice by a dedicated C server using TCP/IP protocols.

## Othello

A two-player original Othello game. All game logic and the UI was implemented in Java using the model-view-controller design pattern, displaying two windows each with mirrored boards and Othello pieces.

## JUnit testing and modelling system requirements

Technologies used: Java, JUnit, Visual Paradigms

Features: Created a repository of extensive JUnit tests for full integration and system validation of software inspired by a remote banking app using visual paradigm to reverse engineer the system. In doing so learned essential git commands and procedures such as Kanban, milestones, issues and backlog.

## Current development: 3D Object reconstruction video within a team

Technologies: React, Kotlin, Python

Features: User records video of 3d object, video is optimized for suitable meta-data values, re-constructed into a mesh object on a backend which is visualised in the app after processing. I am currently Team admin.

## Experience

### Relevant

#### **Computer Science Mentor, University of Nottingham | 25/09/2023 - Present**

Offering both academic and pastoral assistance to new students to aid their adjustment to university life.

- ✚ Have already received positive feedback from mentees regarding my keenness to help in initial interactions.
- ✚ Assisted mentees in setting up a software environment in preparation for first year, with upcoming assistance of first year topics including machine learning, discrete mathematics and functional programming.

#### **Volunteered teaching assistant for Computer Science, A-level | 09/2021 - 05-2022**

- ✚ Offered in-school support to A-level and GCSE students within Computer Science for guidance with approach to schoolwork and advice.

### Outside

#### **2-star paddle-sport award | 2015-present**

- ✚ I learned key techniques in manoeuvring kayaks and canoes on open rivers and the risk assessment involved. It has progressed my interpersonal skills in dealing with risks and communicating them to other members of the club.

#### **McDonalds Crew member | Oct 21 – Aug 22**

- ✚ Handling microtransactions inside of a fast-paced environment as well as handling multiple customers in high pressure situations.

#### **Duke of Edinburgh award**

- ✚ I organised a volunteering scheme in table-tennis and cooked as a skill; I gained a diverse culinary skill set and learned to efficiently produce products to a high degree of quality.

## Extra-curricular

- ✚ Run a Technology and Food blog hosted on my website, where I share my thoughts on my food journey with allergies, as well as talking about coding/ technology.
- ✚ Part of boxing, recreational running, chess, and football societies at university with a keen interest in golf.
- ✚ Long distance runner, practising 30km+
- ✚ Playing 11-aside football for 5 years and was captain of my 5-aside team from 2021-2022.
- ✚ A keen artist, taking art classes from 2017-2019, my work has been displayed in a local exhibition.

- ✚ Year 13 charity committee, I gained confidence in talking to people from external companies and roles.
- ✚ NCS award, we refurbished a local community centre over a week, decision was collected from stakeholder analysis.