

Joe Moore

Computer Science Undergraduate at the University of Warwick

Education

2014-2019: Merchant Taylors' School, Northwood:
GCSE's 9 A*s & 1 A
A levels A* Mathematics, A Physics, A Computer Science
Other A FSMQ OCR Additional Mathematics (2017)
A* EPQ on artificial intelligence

2019-2022: University of Warwick, BSc Computer Science (on track for a first)

- Modules Include: Programming for computer scientists (82%), mathematics for computer science 1 & 2 (85% & 92%), Computer Organisation & Architecture (76%), Professional Skills (75%).
- Achieved a first in first year showing a proactive, hardworking approach.

Experience:

Autumn 2020: Warwick Sport Register

- Due to COVID restrictions in the academic year 2020/21 it was necessary to book onto all sports sessions. However, the people running the sessions were not given a register of who had booked on.
- Consequently, I set about making a program that could compile a register from forwarded email confirmations.
- Developed a Python script to receive forwarded email confirmations from people booked onto a session. The script would then validate if the email were a Warwick Sport email, and then if so, extract the name of the attendee and the date. This compiled into a register was then exported to a website that the event runners could access.
- This program was used by my sports club and allowed much easier tracking of attendance and booking at sessions, in a time when that was critical for public health, demonstrating my proactive attitudes to problems alongside my analytical and logical problem-solving approach.

Autumn 2020: Pong Oscilloscope Coursework

- As part of my computer architecture module, managed a group who created a set of C programs to allow the modification of the values in the registers of a standard oscilloscope (via an ARM board).
- These modifications would happen according to an input from 2 digital dials which consequently would allow the traditional arcade game pong to be played on the oscilloscope.
- The implementation including a scoreboard and report received a first

Summer 2018: CustomerGauge work experience

- Engaged in a week's work experience in Amsterdam with CustomerGauge.
- Worked in their software development department, providing experience in industrial coding.
- Contributed to the improvement of their website alongside improving some of their artificial intelligence.

2017-2019: John Lewis

- Customer focused part-time role in John Lewis in Watford as a sales assistant.
- Communicate with a huge range of customers utilizing key communication skills
- Learnt the key responsibilities of working in a large organization
- Gained regular positive customer feedback and demonstrated a hard-working nature

2014-2017: Paper Round:

- First experience of the working world.
- Delivered papers seven days a week, in all weathers displaying reliability tenacity and resilience

Technical Skills:

Languages: Java, Python, C, C#, Haskell, Prolog, SQL, HTML, CSS, PHP

Systems & Programs: Linux, Git, GitLab, GitHub, Python Flask, IntelliJ, VScode, Processing

Other interests/activities:

Ultimate Frisbee: I am a keen ultimate player and have been a member of the club at university since I joined in September. As of March 2020, I have also been the club's treasurer in charge of overseeing the finances, whilst drafting up and implementing a yearly budget.