**Joe Moore**

13 Lord Street, Coventry, CV5 8DA

[Joe.Moore@Warwick.ac.uk](mailto:Joe.Moore@Warwick.ac.uk) 07508617059 <https://github.com/joverandout>

**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 if Warwick, BSc Computer Science (on track for a first)**

* Modules: Artificial intelligence, Cyber security, Software Development, Algorithms, functional programming.
* Achieved a first in first year showing a proactive, hardworking approach.
* Achieved 2 firsts in the first-year programming module demonstrating a technical proficiency in Java.

**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

**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

Systems & Programs: Linux, Git, GitLab, GitHub, 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.

References are available on request