Julia Szostakiewicz

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Profile

First-class Computing (Cybersecurity) graduate, valedictorian and BCS member with strong foundations in AI, deep learning, and full-stack development. Led a machine learning-based final year project achieving 76% partial face recognition accuracy. Experienced in Python, SQL, Django, and cross-platform development. A confident communicator and society leader, eager to contribute technical insight, innovation, and problem-solving skills to a high-impact software or IT engineering team.

Education

University of Buckingham - BSc (Hons) Computing [Cybersecurity] | 2022 - 2025

First Class with Honours

Key Modules: AI, Ethical Hacking, OOP, Web Development, Algorithms, Cloud, Forensics. Software Project Management

Oakgrove School Sixth Form | 2020 - 2022

A Levels: History (B), Psychology (B), Geography (B)

Oakgrove School | 2015 - 2020

GCSE: 7777666555 including Mathematics (5) and English Language (7)

Technical Skills

- Programming Languages: Python, C++, C#, JavaScript, HTML, CSS, SQL, LUA
- Libraries: NumPy, SciPy, Pandas, Matplotlib, TensorFlow, Keras, Dlib, OpenCV
- Tools & Technologies: GitHub, MS Office, Django, Anaconda, MacOS, Ubuntu, Kali, Arduino, Unity, Jupyter
- Databases: MySQL, Oracle, MongoDB
- Languages: English (native), Polish (native)
- Certifications: ISC2 Certified in Cybersecurity (CC) in progress

Projects

PARTIAL FACE RECOGNITION USING DEEP LEARNING ARCHITECTURES (FINAL YEAR PROJECT) | Jan, 2024 - Oct, 2024

Built a face recognition model using VGG-16 trained on LFW and PartialLFW datasets

Achieved 95% accuracy for full face recognition and 86% for partial

Developed with Python in Jupyter using TensorFlow, Keras, OpenCV; environment managed with Anaconda

Wrote 50-page final report and delivered multiple presentations to supervisor; grade: 74

STARGAZING WEBSITE DEVELOPMENT USING DJANGO FRAMEWORK | July, 2024 - Sept, 2024

Developed a responsive full-stack web app with SSO, dynamic search (AJAX), and geolocation features

Integrated secure login, cookies, and an interactive map of stargazing sites.

Scored 87/100 in Advanced Web Applications Development module.

Work Experience

CODE NINJAS - CODE SENSEI | Apr., 2021 - Apr., 2023

- Taught JavaScript, LUA, and C# to students aged 5-14 using hands-on projects
- Led sessions on Arduino and game development, and introduced Ubuntu OS in lab environments
- Created educational resources and led 1:1 and group instruction

THE PBOOTH COMPANY - EVENT ASSISTANT | Apr., 2023 - Present

- Built, configured, and troubleshot photobooths at high-pressure live events
- Troubleshot technical issues involving cameras, printers, and embedded software in real time

ELLIS BRIGHAM MOUNTAIN SPORTS, SKI TECHNICIAN | Oct, 2023 -Apr, 2024

- Conducted client consultations and customised ski gear using precision tools
- Operated specialised equipment under high-pressure seasonal conditions

- Oversaw solo shift operations and upgraded the digital music system for enhanced customer experience

OLIVE TREE MEDITERRANEAN RESTAURANT, FOOD RUNNER | Feb, 2020 - Oct, 2020

- Maintained fast-paced table service, handled orders, and supported front-of-house team

Leadership & Achievements

PRESIDENT OF COMPUTER SCIENCE SOCIETY | Aug, 2023 - Aug, 2024

- Organised tech-focused events, CTF challenges, and interactive puzzle hunts
- Doubled society membership and increased student engagement through strategic outreach

STUDENT AMBASSADOR | Jan, 2023 - Dec, 2024

- Represented university at open days and STEM outreach events with the Dean of Computing

THE LILLINGSTONE TRUST SCHOLARSHIP RECIPIENT | Sept, 2022 - Dec, 2024

- Secured a £13,000 scholarship based on academic merit and financial need

STUDENT COUNCIL REPRESENTATIVE | Sept, 2020 – July, 2021

- Advocated for policy changes and led discussions on behalf of peers to improve student experience