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EDUCATION

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| 2018 - 2022 | Imperial College London • Year 1: 81% overall (Dean's List), with first-class honours in all modules, and 85% in programming | MEng Computing |
| 2011 - 2018 | Dunraven School • STEP: Grade 2 in STEP I, and Grade 3 in STEP II • A Level: A*A*A*A in Maths, Further Maths, Computer Science, and Physics | Sixth Form, and Secondary School |

WORK EXPERIENCE

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| 2019 | Fire Tech Camp • Worked as a Senior C#/Java/Python instructor, for groups of children aged 12, and up • Received consistent positive feedback for my hands-on teaching style • Provided me with experience on debugging code written by others |
| 2016 - 2019 | Tutoring • Tutored children from Year 6 to Year 10, with a focus in mathematics • Improved communication skills, and practised how to explain challenging topics in simple terms |
| 2015 - 2018 | Freelance Projects • Occasionally took on clients for freelance work • Met expectations of clients through consistent communication, and flexibility to suggestions |
| 2017 | Zodiac Media • Assisted in updating a legacy e-commerce site running Magento (PHP) • Heavy use of version control for deployment, and Vagrant for web development |

PROJECTS

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| 2020 | Optimising Compiler • Full WACC compiler including parsing, semantic analysis, code generation, and optimisation in SSA • Implemented a continuous integration pipeline with <i>Docker</i> and <i>Kubernetes</i> to automate testing • Extended the language to support OOP, libraries, type inference, and metaprogramming | Scala, ARM Assembly |
| 2019 | ARM Project • Implemented an assembler, and emulator for the ARMv6 instruction set • Designed custom hardware (PCB), as well as the software interface for a bi-colour LED matrix • Also assisted in implementing the extension - a Monte-Carlo Tree Search to play Connect 4 | C, ARM Assembly, KiCAD |
| 2018 | Yeetr (HackKing's 5.0) • Recreated Twitter for a 90's themed challenge • Learnt to deploy through Git, and prevent basic attacks • Implemented PHP endpoints, as well as JavaScript (with <i>jQuery</i>) for dynamically displaying feed | PHP, JavaScript |
| 2018 | Untitled Game • Generated terrain with basic MST algorithms, and generated trees with a custom mesh builder • Enemies in the game gradually improved with the use of a genetic algorithm • Web interface for scores, as well as a custom library for low-latency IoT lighting over a LAN | C#, PHP, JavaScript, Python |
| 2016 - 2017 | Skype4Sharp • Only public .NET library for interacting with modern Skype chats (at the time) • Used in a publicly available Skype bot, with a reach of over 5,000 users at its peak • Designed an open-sourced Skype bot, featuring a plugin manager, and a permissions system | C# |

SKILLS & INTERESTS

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| Programming | Comfortable with Scala, C# (including Unity), PHP, Python, and Java. Also have various amounts of experience in other programming languages, including Kotlin, Haskell, C, and JavaScript. All of my public projects are available on my GitHub. I am also comfortable with markup languages such as LaTeX. |
| Linux | Proficient in using the Linux command line - including managing headless servers. Experience working with LAMP stack. Able to use standard programming utilities such as version control. Comfortable with automating (and scripting) repetitive tasks. |
| Mandarin | I am fluent in spoken Mandarin Chinese, and am able to converse at a reasonable pace with other native speakers. |
| Prototyping & Design | Explored different parts of prototyping, such as designing my own PCBs. Completed an additional course in prototyping at Imperial College London, which aided in developing my skills with electronics, as well as teaching me the basics of CAD. I also have some experience in Photoshop, and After Effects. |