

# Louis de Beaumont

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## Interests

Information Security; Network Security; System Architecture.  
Mobile and Web-based software development.

## Education

MSc in Computing, *Imperial College London* 2014 - Current

- 60/60 Earned Credit Points in first year exams (1<sup>st</sup>)

*St Paul's School, London* 2009 - 2014

### A Levels

- Mathematics A\*
- Further Mathematics A\*
- Computing A\*
- Physics A

### AS Levels

- Chemistry A

## Technical Experience

Student outreach programme for robotic surgery, *Hamlyn Centre, Imperial College London*. Jul 2014

OpenGL 3D vector visualisation software developer including 3D anaglyph capabilities for A2 Computing. Nov 2013 - Apr 2014

MediaWiki and web developer for IGEM team, *St Paul's School*. May 2013 - Jun 2013

Team Logyc web developer and maintenance for Young Enterprise team Team Logyc, and product TwystWinder. Dec 2012 - Jun 2013

Lead electrician for CanSat team, Team Vortex. Nov 2012 - Jun 2013

## Computer Skills

Programming Languages: C, C#, Java, Intel x86-64 Assembly

Familiar With: Haskell, Pascal

Web Programming: HTML5, CSS3, Javascript, JQuery

IDE: IntelliJ Idea, vim, Microsoft Visual Studio

Version Control: Git

Typesetting: L<sup>A</sup>T<sub>E</sub>X, LibreOffice, Microsoft Office

Operating System: Microsoft Windows 7, Linux (Ubuntu, Tails), Mac OS X

## Awards and Honours

Gluckstein Prize for outstanding work in Computing, <i>St Paul's School</i> .	2014
Senior Academic Scholarship for work throughout Year 12 and AS level results, <i>St Paul's School</i> .	2013
Bronze Medal in ESAs Advanced CanSat competition out of 7 qualifying teams.	2013
David H Newton Memorial Prize for Mathematics, <i>St Paul's School</i> .	2012

## Hobbies

In my spare time I play guitar, harmonica, banjo, and sing. I currently play guitar in an electro-pop band, and have recently started playing folk gigs as a solo-act.

I enjoy the front-end development of websites. A number of my personal projects can be seen on my website, [louisdeb.github.io](http://louisdeb.github.io).

I have spent time modifying the original Gameboys, enabling them for music production.