Louis de Beaumont

louisdeb.github.io
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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 (1st)

St Paul's School, London 2009 - 2014

A Levels

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

AS Levels

- Chemistry A

Technical Experience

Web development and design for Abigail Popple's artistic portfolio.	Sep 2015
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: LaTeX, LibreOffice, Microsoft Office

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

Awards and Honours

Gluckstein Prize for outstanding work in Computing, *St Paul's School*.	2014
Senior Academic Scholarship for work throughout Year 12 and AS level results, *St Paul's School*.	2013
Bronze Medal in ESAs Advanced CanSat competition out of 7 qualifying teams.	2013
David H Newton Memorial Prize for Mathematics, *St Paul's School*.	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.
I have spent time modifying the original Gameboys, enabling them for music production.