MICHAEL ASPLIN

07484 385909
Marlow, Bucks
michael.asplin@btinternet.com
Michael Asplin | LinkedIn
ma2135 | Github

Professional Profile

Motivated and forward-thinking graduate seeking to develop a career in software development. Uses strong technical instincts and excellent problem-solving to devise algorithmic solutions. Leverages creative and critical thinking to pursue system enhancements. Capable of thriving under deadline-intensive situations.

Proficient across a wide range of programming languages, including C#, Java, Python, C++, SQL, HTML, C, CSS, JavaScript, and PHP, as well as data handling and machine-learning libraries for Python, such as Tensorflow, Pandas, Pytorch, and Keras. Possesses a deep commitment to learning and leveraging new technologies and AI advancements. Remains committed to pursuing continued career growth and personal development.

Key Skills

C#, Python, and Java coding	System Optimisation	Attention to Detail
Problem Solving	Solution Implementation	Leadership & Teamwork
Communication	Time Management	Adaptability
Machine Learning	Critical Thinking	Project Management
Testing & Troubleshooting	Decision Making	Conflict Resolution

Education, Qualifications and Training

Bachelor's Degree: BSc Computer Science with Artificial Intelligence **2:1** | University of Sussex | 2021 – 2024

Project: Led the development of a fully functional and easy-to-use computer game, while ensuring consumer engagement, with graph-based artificial intelligence.

Notable Modules: Software Engineering, Computer Vision, Intelligence in Animals and Machines, Neural Networks, and Human Computer Interaction.

Foundation Degree: Computer Science | University of Sussex | 2019 – 2021

A-Levels: Maths, Physics, Computer Science | Great Marlow School | 2017 - 2019

GCSEs: 11 Grade A* - C including Maths & English | Great Marlow School | 2012 - 2017

Software Projects

Personal Projects:

WW2 Military RTS Game (Ongoing)	A "Vietnam '65" style hex-based RTS, allowing the user to play against a computer opponent. Helping me better understand Unity's Tilemap and Input systems.

University Coursework:

Card-based, Turn-based Strategy Game with AI-driven Opponents	Final Year project – A roguelike strategy game that implemented an AI opponent for the player to play against (2024)
Image Classification through Neural Networks and Computer Vision Techniques	Two projects focused on image classification of the CIFAR-10 dataset to a high degree of accuracy, one utilizing a Neural Network (2024) and the other employing more traditional computer vision techniques (2022).
Image Manipulation – application of lipstick to photos	Using AI to identify certain areas of an image to alter the colour (2022)
Monopoly-Inspired Property Tycoon Game	Group project focusing on agile development, industry standards, and version control to design and develop a monopoly-style property tycoon game (2022)
Compiler Creation	Created a compiler that could handle lexing, parsing, and semantic analysis of code written (2021)

Career Summary

Hillier Garden Centre - Shop Floor Assistant   **2019**
- Greeted, served, and supported hundreds of customers.
- Handled prompt and effective responses to arising customer problems and complaints.
- Delivered advice and guidance to fellow team members regarding store protocols and processes.
- Organised, restocked, and displayed products in a presentable and appealing manner.

Inspired Expedition - Outdoor Activity Instructor   **2018**
- Accountable for the planning and delivery of outdoor activities for children of various ages and backgrounds.
- Served as a trusted point of participant contact by resolving notable concerns in an empathetic and calm manner.
- Cooperated with fellow staff members to devise new ways of increasing participant progress.

Interests & Hobbies

Sports: Archery Shot for university in both SEAL and BUCS competitions, Scuba Diving Qualified Rescue Diver, National Finalist in Rowing competitions, Local Rugby Player

Scouting: Selected for international jamboree in Kandersteg, Switzerland (2,500 scouts from Europe and USA)

Mountaineering: Climbed several mountains in Europe, notably completing ferrata routes in Swiss Alps and Dolomites