Marcel Kenlay

Determined problem solver with a great passion for computer science, excellent team member and leader, with a strong knowledge of maths, logic and software engineering design. Seeking to further improve upon all of these skills by gaining more experience in industry.

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EXPERIENCE

The Hut Group, Warrington —*Intern Software Engineer*

July 2018 - September 2018

Working within the fulfilment team at the company's warehouse. The work of the team focused upon selecting the routes that pickers would take and developing a workflow application which guided them through work. We planned work **using agile development**, with regular **sprint retrospective and planning sessions**. I was involved in an approach similar to 3 amigos to **understand requirements of stakeholders and testers** in the stories I worked on.

Fire Tech Camp, Manchester — *Tutor*

July 2017

Teaching children between ages of 8 and 13, showing them how they can use technology to be creative and giving them an introduction to coding.

EDUCATION

Imperial College, London — *Joint Maths and Computing*

September 2016 - September 2020 (69.9% total for first 2 years)

The degree is taught and examined by both the Computing and Mathematics departments.

I have taken part in several group projects as part of modules from the Computing department and a large amount of theoretical modules from both the Computing and Mathematics departments.

Modules taken cover algorithms, data structures, statistics, applied mathematical methods as well as algebra and analysis and much more.

Loreto Sixth Form College, Manchester

September 2014 - July 2016

A Levels: Mathematics (A*)   Further Maths (A*)   Physics (A*)   Computing (A*)

FAVOURITE UNIVERSITY PROJECT

Real-time Web Application— *React, CSS, Go, PSql, Pusher, Jenkins*

In a group of 4, we came up with the idea of a web application to help set up amateur matches, allowing users to build their team and communicate. We then developed algorithms which helped to find them suitable opponents.

Taking the leading role in this project I chose to divide the work by vertical slicing which meant we all gained a lot of experience using several technologies for both front end and back end web development as well as continuous integration with Jenkins.

AWARDS

Computing Entrance Scholarship – Awarded for outstanding UCAS application and examination results

Programming Languages (Proficient)

Java

C

Go

Programming Languages (Familiar)

Haskell

HTML/CSS

React

PSql

Spring Framework

Skills

Familiar with Agile Development

Able to quickly adapt to new software.

Excel working as part of a team.

Well Organised

Able to plan projects well.

Problem Solver.

Composed under pressure

Emulator and Assembler — *C*

The emulator and assembler were for the ARM assembly language, this project was completed in the 1st year of university and developed as a group of 4.

Tron Artificial Intelligence — *C*

The task was to develop anything in C, my group chose to recreate the arcade game TRON with the **main focus of this project being to develop AI to play this game**.

Simultaneous Localisation and Mapping — *Research Project*

We developed a website and presentation to display findings.

Building a Compiler— *Java*

We built a compiler for a language defined by the university. As an extension we project **we focused on constant propagation and removal of dead code as methods of optimising** our compiler. Developed as a group of 4.

Building an Operating System - *C*

Again developed as a group of 4, implementing most aspects of an operating system including memory management and scheduling.

Web Application - HTML, CSS, Javascript, PHP

Prior to the group project I did in the second year of university I had no experience with web development so in the summer after first year I chose to make a web application which allowed for tracking of football tournaments and produced **several summaries of the data collected**.

Android Game- Java, Android Studio

The summer prior to beginning university I decided I wanted to try mobile app development. For this I chose to make an android game, developing simple graphics and writing the code which controlled the game behaviour.

I am a member of the football team at Imperial College, and I played for junior teams regularly prior to higher education.

I have competed in several hackathons, starting when I was 16 at junior hackathons.