

## PROFILE

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A versatile undergraduate seeking a technology position which will utilise the technical and creative skills that I have developed through my computer science degree at the University of Southampton as well as past work experience. I have a particular interest in UI design and data visualisation, and believe that I possess the artistic skills and experience with relevant technologies that are necessary to excel in these fields.

## EDUCATION

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### University of Southampton (2013 – Present) – MEng Computer Science

- **Expected Grade:** 1<sup>st</sup> (Graduating in 2017)
- **Year 3 – 79%:** Computer Vision, Cloud App Development, Computer Graphics, Game Development
- **Year 2 – 77%:** Intelligent Systems (AI), Functional Programming, Interaction Design, Networks
- **Year 1 – 73%:** Java, UNIX shell & Databases, Data Structures & Algorithms

### British School of Gran Canaria (2004 – 2013)

- **A-Level / AS:**

A – Mathematics	A – Chemistry	A – AS Art & Design
A – Physics	A – Spanish	

## PROJECTS

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### Novel Visualisation Models for Exploring Academic Research Papers (3<sup>rd</sup> Year Project)

- Web application that allows the exploration of academic literature through an intuitive interface.
- Implemented with a Java server-side and a JavaScript client-side, using the Spark and AngularJS frameworks respectively, as well as a third party database API.
- Year-long process that involved background research, design, testing and project management.

### Online Advertising Dashboard

- Developing a Java desktop application that analyses a set of data provided in CSV files and processes it to display key metrics and graphs in a user-friendly dashboard.
- Libraries such as uniVocity and JavaFX were used to parse CSV data efficiently into memory and produce professional and intuitive graphs.
- Enhanced teamwork by adopting agile methodologies (SCRUM) and version control with GitHub.

## WORK EXPERIENCE AND VOLUNTEERING

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### Technology & Operations Intern – Santander UK (July 2016 – September 2016)

- Interning in the Innovation T&O team allowed me to take part in a variety of tasks occurring in a retail bank, including project management, governance and financial crime, as well as completing an independent research project exploring the uses of big data within banking.

### Cashier and waiter – Jangtze Restaurant (July 2015 – September 2015)

- Working in a fast paced environment trained me to effectively cope under pressure and improve my communication skills by constantly serving customers.

### Teaching video editing to students – British School of Gran Canaria (September 2013 – One day)

- Opportunity to demonstrate leadership by motivating and directing a group of secondary students producing an educational video for a science competition.

### Magazine designer – British School of Gran Canaria (September 2012 – June 2013)

- Proved responsibility, flexibility and organizational qualities, which were required to meet short deadlines successfully whilst still coping with A-Level workload.

### Volunteering at geriatric hospital – El Sabinal (September 2011 – June 2013)

- Allowed me to make a positive impact on the community and showed me the importance of keeping a helpful attitude in work environments.

## SKILLS

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<b>Computing</b>	<b>Advanced</b> – Java (Spark, Spring)
	<b>Intermediate</b> – JavaScript (AngularJS, React, D3), HTML5 & CSS3, Bash, Git
	<b>Basic</b> – C#, C++, OpenGL, Python, SQL, Scheme, OCaml
<b>Media / Office</b>	<b>Advanced</b> – Adobe Photoshop, Microsoft Office Suite, Balsamiq Mockups
	<b>Basic</b> – Adobe Illustrator, Unity, Visual Paradigm, SONY Vegas Pro
<b>Languages</b>	Spanish (native), English (fluent), Mandarin Chinese (basic oral)

## PERSONAL INTERESTS

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<b>Graphic Design</b>	Designed flyers for local parties and school events.
<b>Web Design</b>	Built online portfolios with self-taught HTML, CSS and JavaScript.
<b>Game development</b>	Participated in the Global Game Jam hosted in Southampton.