

PROFILE

A focused and motivated Computer Science graduate from the University of Birmingham, I am passionate about solving problems with software engineering. I have a strong understanding of programming concepts and an ability to learn languages and technologies quickly. With a solid educational background and a strong interest in these fields, I am excited about applying my skills to contribute effectively to the success of any organisation I work for.

EDUCATION

• BSc Computer Science

University of Birmingham

Sep. 2021 – Jun. 2024

I graduated with a 2.1 after a very strong final year of University, including receiving a First for my dissertation. Many modules throughout my time at university have developed my understanding of software engineering, with some of those being:

- Object Oriented Programming
- Full Stack Application Development
- Software Engineering and Professional Practice
- Security and Networks
- Mobile and Ubiquitous Computing
- Intelligent Interactive Systems
- Team Project

I actively participated in numerous group assignments, which have improved my proficiency in collaborative teamwork by honing essential skills such as collaboration, communication, problem-solving, and mediation.

Above all, I have enjoyed and benefited from developing an application for my dissertation. I learnt a lot about project management and completed significant self-learning to help problem solving with implementation. My efforts were rewarded with receiving a 72% mark.

• A Levels

Peter Symonds College

Sep. 2018 – July. 2020

Computer Science (B), Mathematics (A), Economics (A)

A Level Computer Science advanced my understanding of the subject from GCSE, and continued my interest in the subject which progressed into my decision to study at University. We used Pascal mainly, which introduced me to Object Oriented Programming. I enjoyed utilising this new knowledge to create a Football Manager game for my final project. I also took part in a Java programming course that was put on by IBM during my time at college, which increased my knowledge in some more advanced programming concepts.

PROJECTS

Greater detail of projects can be found at mattgoulding.co.uk

• Resello

Sep. 2024 -

As part of a co-venture, I am helping with the implementation of a web application to assist resellers with stock management and accountancy. The application is created with Next.js and uses a wide range of API and libraries, including Clerk, Neon DB and Amazon S3. Working closely with my partner in implementation has been a good exercise in communication and collaboration.

• Letterboxd Alert

Aug. 2024

I created a program in Python that takes a user's watchlist from a csv file obtained from the Letterboxd website, and creates an alert for each film in the list by using the Watchmode API to check its availability on different streaming services.

• Final Year Project

Sep. 2023 - Apr. 2024

For my dissertation, I utilised React, Node.js, and Express.js to create a web application for guitar learning that connects a user's Spotify account, enabling them to retrieve guitar tabs corresponding to the song currently playing. I interacted with Spotify using their SDK, and retrieved tabs by scraping from Ultimate Guitar, which involved HTML manipulation.

EMPLOYMENT

• Online Shopper

Badger Farm, Winchester

Sainsbury's

Aug. 2023 - Sep. 2023

My primary responsibility was to fulfil customer orders placed online by physically selecting and gathering the requested items within the specified timeframe. I gained many valuable skills from this role, including customer service, time management, working in a team and humility.

• Media Intern

Winchester

Hope Church Winchester

Sep. 2020 - July. 2021

I worked within a team to produce engaging media content for the church, during a time of inability to gather physically. In this role, I utilised a variety of Adobe products, such as Premier Pro and Illustrator to create video and graphics content, which we then uploaded to Socials. Along side this I completed two Theology training courses during my time at Hope Church, called Theology for Life and R.E.A.D. I gained valuable experience in working in a team and continued practice in learning and self study.

• Software Engineering Work Experience

Hursley, Winchester

IBM

July. 2017

I spent a week at the IBM offices in Hursley where I took part in a range of activities, including coding using Python, my introduction into web development, machine learning, virtual reality and other technologies. I really valued the experience of being part of a professional working environment and seeing how a large company operates.

TECHNICAL SKILLS

- **Programming:** Java, Javascript, Python, React, Node.js, C++, SQL
- **Frameworks:** Express.js, Angular, Next.js
- **DBMS:** Postgres
- **IDEs:** Visual Studio Code, IDLE, IntelliJ, Eclipse
- **OSs:** Windows, Linux
- **Authoring:** Latex, Microsoft Office

HOBBIES

In my spare time, I enjoy playing and watching football, and show true loyalty having supported Southampton through highs and lows. I take part in parkrun most Saturdays, and recently achieved my year goal of a sub-19 minute 5k. I love music and play a variety of instruments, including drums for my church.

REFERENCES

- Final Year Project Supervisor: **Carl Wilding** c.wilding@bham.ac.uk
- Church Leader at Hope Church: **Phil Cranston** phil.cranston@hopewinchester.org, +44 7920 193041