

Education

The University of Manchester

2021 – 2025

BSc. (Hons) Computer Science

First year: Completed — Second year: Completed — Third year: Ongoing

- Developed problem-solving, analytical, and front-end web development skills using HTML and JavaScript.
- Created a Java-based interface for a small infirmary and a unique rendition of the game 2048.
- Integrated the Spotify API into a team project 'GhostTyper', enhancing user experience with real-time song playback.
- Gained proficiency in OOP (Java and Python), database management, and participated in Intel and SLAM courses.
- Gained expertise in working with large codebases, fixing bugs, implementing features, and managing collaborative development via GitLab.
- Mastered database design, implemented databases with front-end using PHP/MySQL, and explored advanced SQL queries.
- Developed an enterprise web application using REST APIs and collaborated on a team library.
- Explored AI fundamentals and developed AI solutions through labs focused on game AI, constraint satisfaction, and more.
- Gained proficiency in C, C++, Solidity, Haskell, and explored various programming paradigms.
- Developed skills in analyzing problems, implementing algorithms, and applied techniques like dynamic programming and greedy algorithms.
- Proficiency in interactive computer graphics and image processing using OpenGL and OpenCV.

Wrote final year dissertation titled "Walking on Words", analyzing primitive generators via DFS and experimental evaluation.

Achieved First Class grade in the User Experience module, demonstrating strong HCI principles and user-centric design.

Developed an AI agent to play Hex in the AI and Games module; our group won 47 of 76 games (74.1% win rate) and ranked 19th in speed (78.6 speed mark).

Conducted CIFAR-100 experiments in the Cognitive Robotics module, evaluating CNN performance under varying hyperparameters

Completed Mathematical Systems and Computation coursework; discovering various mathematical techniques for optimisation

Completed Computer Vision module (COMP37212), including full marks in Image Filtering and Object Detection, in the Stereo assignment.

Undertook Business Management courses in Strategy and Marketing, gaining skills in strategic analysis and marketing planning.

Shubham Raje Jr. College, Thane, India

2020 – 2021

A-Levels: 97.5% (Math and Statistics: 99%; Computer Science: 97%)

Hiranandani Foundation School, Thane, India

– 2019

GCSEs: 94% (Math: 97%; Computer Science: 100%; Science: 94%)



Anurag Mathew



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Skills:

🔧 Programming: Python, Java, C, C++, Haskell, Solidity, SQL

🗄️ Databases: MySQL, MongoDB

🌐 Web: HTML, CSS, JavaScript, PHP

🗣️ Languages: English (fluent), Spanish (A1.1)

🔧 Tools: Git, GitLab, OpenGL, OpenCV

Experience

Manchester United

January 2022 – Ongoing

Bar Staff

- Worked as a bartender, honing interpersonal and communication skills while catering to diverse customer demands.

Stockport County FC

January 2024 – Ongoing

Bar Staff and Team Leader

- Enhanced communication and customer service skills by efficiently serving a diverse clientele in a fast-paced environment.
- Developed strong teamwork, multitasking abilities, and attention to detail during busy match days.

Manchester Stinger Racing Society

September 2023 – Ongoing

Formula Student AI Team

- Contributing as a developer, gaining hands-on experience in data analytics, pattern recognition, and data mining.
- Led a team in developing the first iteration of AI to be used in Formula Student AI.

UniCS Dev Team

September 2023 – Ongoing

- Secured a place on the UniCS Dev team, working on website creation, maintenance, and event database development.
- Gained experience in web development, communication, and problem-solving.

Additional Skills

Information Technology:

- Completed specialized courses: Programming for Everybody (Python), Python Data Structures, Intel AI Academy Modules, SLAM Course (University of Freiburg).
- Reviewed AI concepts and completed modules in Machine Learning, Deep Learning, and Deep Learning for Robotics.

Languages:

Fluent in English. Studied Spanish as an optional learning module, achieving A1.1 proficiency.

Interests and Activities

Football Achievements:

- Winner - Hiranandani Rotary Olympics (2019), Subroto Cup (2018-19), District Sports Office Tournament (2016-17).
- Runner-up - District Sports Office Tournament (2018-19).
- Participant in Kommit football festival, Barcelona, Spain (2017).

Virtual Competitions:

- Zenith 2018: Runner-up – It just got Messi (FIFA tournament).
- Odyssey 2018: Winner – Football Auction.

Music:

Completed Certification in Vocal Music Level 1, All India Gandharva Mahavidyalaya Mandal, Mumbai (2010).