Viktorija Lukosiute

Mobile: +44 (0) 79232 30852

Email: luko.viktorija@gmail.com

EDUCATION

Sep. 2015– Jun. 2019

Computer Science (BSc Hons), University of Edinburgh

Courses: Functional (Haskell) and Object-Oriented (Java) Programming, Mathematics Courses, Database Systems, Intro to Language Processing, Logic, Algorithms and Data Structures, Computer Security

2012–2014

KTU Young IT specialists' school

Learned how to work with MS Visual Studio C++, covered the basis of working with AutoCAD, using HTML, graph theory and MS Visio, covered topics on the principles of algorithms.

Sep. 2011– Jul. 2015

Kedainiai Sviesioji Gymnasium (Lithuania)

Exams:
> Over 86/100 for all national state exams taken and an overall average of 94.5 points.
> IELTS 8/9.

SKILLS AND ACHIEVEMENTS

Languages:

Knowledgeable	-	C++, Java
Moderate	-	WebDev (HTML, CSS, JavaScript), Python, Haskell

Achievements:
> February 2015: 1st place at Kaunas University of Technology IT knowledge contest
> 2011 – 2015: Participation in various IT and Mathematics based contests in Lithuania

PROJECTS, WORK AND VOLUNTEERING EXPERIENCE

Aug. 2017– currently

Part-time Support Technician at PowerMapper Software Ltd.

Main responsibilities include answering customer questions that range from sales issues as well as technical problems they might have while using the software. Investigating and resolving possible bugs that are reported and improving the overall quality of the product while working within a team.

Oct. 2016– Apr. 2017

CodeFirst:Girls Lead Instructor

Taught a class once a week on how to start coding from zero. Did a Web Development course in the first semester and a Python one in the second semester. Material covered the basic as well as more advanced concepts.

18–19 Mar. 2017

Main organiser of Hack the Burgh 2017 hackathon

After successfully helping with Hack the Burgh 2016, I became the main organiser for the event in 2017. Looking for sponsors, securing the venue, gathering a team of people to help run the event were my main responsibilities. With attendance of around 100 students, the event was a great success.

29–31 July 2016

Runner-up at Shelter Scotland Product Forge hackathon

Our team made an interactive story-based game about experiencing homelessness, each teammate created a story and later combined them.

May–July 2016

Google CodeU program

Noted as a highly potential participant and handpicked for a program that helps develop technical and soft skills. Spent two days with Google engineers solving programming problems and learning about the industry.

ACTIVITIES AND INTERESTS

> **CompSoc committee (1st Year Rep 2015 – 16, President 2016 – 17, Treasurer 2017 – 18)**

>> As the President of a big society, my main role was to manage a committee of 12 people and engage with anyone interested in the society. We got in touch with tech companies and organised a lot of talks, workshops, informal networking evenings and general social meetings.

>> Treasurer's role involves looking after the finances of the society and making sure that we have enough budget for the upcoming events as well as the next committee. A position that requires a lot of responsibility and attention to detail.

> **Class Representative for Informatics Year 2 (2016 – 17) and Year 3 (2017 – 18)**

Voluntary role that helps me communicate between the students of my year and the school's representatives. Involves weekly meetings where we discuss any raised issues and general topics for each school year in Informatics.