Andrew Stuart   Curriculum Vitae

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Citizenships Held: Canadian & British

EDUCATION

University of Bristol, Bristol, UK   Oct 2012 – Jun 2016
MEng Computer Science
GPA: 4th Year: In Progress, 3rd Year: **3.9**, 2nd Year: **3.67**, 1st Year: **3.9**
Courses Include: High Performance Computing, Cloud Computing, Cryptography, Applied Cryptography, Systems Security, Databases, Theory of Computation, Data Structure and Algorithms, Design Verification

EXPERIENCE

University of Bristol, Bristol, UK   Jul 2015 – Aug 2015
Security Research Intern
Looked into carrying out Neighbour Discovery attacks on Contiki Nodes using IPV6

Large Government Organisation, Cheltenham, UK   Jul 2014 – Sep 2014
Software Engineering Intern
Worked individually to develop new trade craft which helps in the identification of a client's software setup who is connecting to a server under TLS. This works by generating clients in VirtualBox and then connecting to a local running Inetsim server. Relevant information about the session is extracted by intercepting the communication between the two and then analysed. The data is then stored in a MySQL database and can be queried by a web based API created in Python and Flask. The majority of the project was written in Python along with a few bash scripts.

SKILLS

In order of proficiency: Python, JavaScript, C#, C, XC
Prior Experience: Haskell, .NET, BASH, Verilog, Matlab, E, Ruby, Java
Frameworks/Libraries/Tools: React & Flux, jQuery, Docker, Django

PROJECTS

Jaffna   (Final Year Group Project in Progress)
Creating a platform for other developers to easily build applications that take advantage of geo-tagging and related technologies. Created CI/CD solution in the form of Docker, Jenkins and AWS. Platform and sample application take advantage of React + Flux, Django REST and AWS. Lead developer in team as well as head of DevOps.

P.O.D   Github://gotg/pod
3rd Year Group Game Project. Created a Star Wars style racing game in Unity3D using the Myo armband as user input. Worked on integrating the Myo armband into the game as well as designing parts of the user interface.

Felina   Github://felina
2nd Year Group Project to create an online system which connects Computer Vision Researchers to the public. Main focus was implementing a Windows server that allowed researchers to run executables on provided Test Data and return the results in a useful format.

LEADERSHIP

Undergrad teaching assistant for Concurrency course   **2014 - 2015**
Lead Developer for both 3rd and 4th Year Group Project   **2015 - 2016**

ACHIEVEMENTS

University of Bristol   **2015**
High-Achieving Penultimate Third Year Student in Computer Science
Eliahou Dangoor Scholarship   **2012**
For talented home students pursing a STEM subject