

NICHOLAS N WILSON

Neuroscience and Computer Science Graduate seeking Junior Developer Role

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27/11/1995

STATEMENT

My passion lies in exploring and understanding the upcoming technologies of the modern age. This is why I chose to study Neuroscience, and why I moved into Computer Science. My strengths lie in my creativity, versatility, and motivation to explore new roles and skills, which together have supported my ability to learn, to work in teams and to produce novel content.

EDUCATION

MSc Computer Science with Distinction

University of Bristol

📅 September 2018 - September 2019

75% average mark across all modules

BSc Neuroscience with First Class Honours

University of Bristol

📅 September 2015 – September 2018

76% average mark across all modules

A Levels: English Literature A, Biology A, Chemistry B

AS Levels: Religion and Philosophy A

10 GCSEs A*-C: including Maths at grade A

Tiffin School, Queens Rd, Kingston

📅 September 2006 – September 2014

PROJECTS

(MSc 2019) Does the integration of Haptics into Virtual Reality enhance shared experiences of Parkinson's?

I created a 12 minute Virtual reality experience that teaches users about Parkinson's disease, developed using Unity3D for Android Phones and Oculus Go. This also involved organising meetings to discuss Parkinson's and VR with Parkinson's UK charity, creating 3D models with Blender, producing haptic devices, and surveying user experience.

(Personal 2017-2020) Multiple choice question generators for educating medical students

Using Python, Django and a postgres database in 2017 I built an MCQ generator to help teach neuroscience students. My second attempt in 2020 used Flask and a Neo4J graph database as an alternative.

(BSc 2018) The effects of L-type calcium channel blocker nifedipine on non-REM electroencephalographic rhythms in mice

I worked with MatLab to analyse EEG data and performed quantitative analysis with SPSS statistics software to investigate changes in sleep wave patterns in mice relating to Schizophrenia. This also required a personal license.

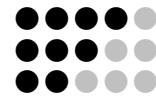
TECHNICAL SKILLS

Python, Microsoft Office

Javascript, C# (Unity), C, Java

SQL, Cypher, HTML/CSS

+ SPSS, GIMP (Graphic Design) and Blender



ROLES

MSc Computer Science Course Representative

2018-19 (1 Year, Voluntary)

- Responsible for liaising with the school committee to communicate issues encountered on the course by other students.

Peer-Assisted Support Leader

2017-2018 (1Y, Paid)

- Employed to support learning for a group of first year Neuroscience students at the University of Bristol, leading fortnightly sessions that covered teaching material.

Neuroscience Society events coordinator and social secretary

2016-2017 (1Y, Voluntary)

- Regular meetings to organise, plan and budget events for the entire Neuroscience Cohort (200+ members) catering to a diverse range of interests.

Stencyl Software Beta Tester

2011-2012 (1Y, Voluntary)

- Worked on making small indie games using the game-making software Stencyl as part of a small team, giving feedback on design and software issues before public release.

Previous Employment

2014-2018 (<5 Months, Part-time work)

- Waiting Staff (Event's Venue)
- Bar Staff (Nightclub)
- Counter Assistant (Pharmacy)
- Customer Advisor (Clothes Shop)

INTERESTS & HOBBIES

- I like art, including sketching, large mural-sized acrylic and smaller-scale oil painting.
- Since I was young I was interested in making small indie games, using Stencyl, Game-Maker and more recently Unity. Some of the earlier games and graphics can be found on www.nxzfreak.weebly.com. I often work on small coding projects as well.