

NIGEL TOM MATHEWS

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PROFESSIONAL PROFILE

- Created an indoor navigation application for mobile devices using Python and the Kivy library
- Created a small obstacle course game on the Roblox platform using the Lua Programming Language
- Developed passion projects such as a "Pong" game in Python.
- Created a Secret Santa Website that will randomly assign participants with a "secret santa"

EDUCATION

UNIVERSITY COLLEGE LONDON

BSc Computer Science

London
2023 - 2026

ST BERNARD'S CATHOLIC GRAMMAR SCHOOL

A-Level's

Slough, Berkshire
2023

- A* in Maths
- A* in Computer Science
- A in Physics

ST BERNARD'S CATHOLIC GRAMMAR SCHOOL

GCSE's

Slough, Berkshire
2021

- 11 GCSE's at grades 9-7 including Maths, English Language, English Literature, Triple Science and Computer Science

WORK EXPERIENCE

MASTERCARD

Cybersecurity Analyst

Online
July 2022 - July 2022

- Completed a brief experience where I developed and applied my knowledge of cybersecurity to help users to avoid simple cyber-attacks such as phishing emails. I did so, by producing a report outlining common techniques used for phishing. Specifically, I learned more about different forms of phishing and the methods that bad actors may use to gain access to sensitive data.

VISA

Software Developer

Online
August 2022 - August 2022

- Developed my existing knowledge of Python by using an API to confirm whether a card is valid before a transaction is processed. This required me to send requests to a sandbox server for the card to be validated. This experience stretched my knowledge in Python and required me to go beyond my comfort zone to complete the task.

SKILLS

- **LEADERSHIP AND TEAMWORKING:** Have led small groups in numerous academic projects during my time in education. Have captained my local cricket team, where I have gained valuable people management skills. Overall, I believe I am capable of working well with, and am empathetic towards people of all backgrounds and can relate closely to them.
- **INTERPERSONAL COMMUNICATION:** Throughout my time at university and at school, I have worked in groups to complete many tasks. These range from presentations to programs. These have enhanced my communication skills in both contributing to a discussion but also to listen and to improve my own skills through the advice of my colleagues.
- **CREATIVITY AND PROBLEM-SOLVING:** I believe that am a very imaginative and creative person, which encourages me to find "out-of-the-box" solutions to various different problems, that others may not think of.
- **PYTHON:** Am fluent in many facets of the language. Have experience coding in Python since the start of secondary school in both individual as well as group projects.
- **LUA:** Am fluent in using Lua for game development on the Roblox platform (as mentioned above)
- **C:** Am fluent in using the C programming language for projects during university.
- **JAVA:** Have some experience with Object-Oriented Programming with the Java programming language for both university and personal projects.
- **HTML/CSS/JAVASCRIPT/REACT:** Am fluent in many aspects of web development and have used these web design technologies throughout many academic as well as personal projects.
- **LINUX/WINDOWS:** Have extensive experience using both operating systems

- ANDROID: Have extensive experience using the operating system as well as some experience with developing and testing Android applications using Python's Kivy library.
- GIT: Extensive experience with using git and version control as evidenced by numerous academic and personal projects.
- LANGUAGES: Am fluent in both English and Malayalam.

COURSES

IBM Online
Introduction to Artificial Intelligence (MOOC) August 2022 - August 2022

- Gained a greater insight into the subject of Artificial Intelligence, which developed my knowledge surrounding its uses in real world applications.