Nathan Steele

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Education

BSc Computer Science
Class of 2017
Newcastle University

First class degree
Favourite modules:
Algorithms, Computer Architecture, Software Engineering, Mathematics, Programming

BA Illustration
Class of 2016
University of West of England (UWE)

Certificate of Higher Education
Coursework:
Narrative, Visual Essay, Professional Practice

Art Foundation Diploma
Class of 2015
Stroud College

Distinction
Coursework:
Illustration, Fine Art

A Levels
Class of 2013
Balcarras School

Art & Design - A*
Mathematics - A
Applied Science - A

GCSEs
Class of 2011
Balcarras School

2 A's 1 B, 4 C's including English and Mathematics

Skillset

PROGRAMMING - Java, Python, C, SQL, JavaScript, Casio BASIC

WEB DEVELOPMENT - HTML, CSS, JavaScript, React, D3

NEURAL NETWORKS - Python, NumPy, Keras, TensorFlow

DOCUMENTATION - GitHub, Microsoft Office, Jupyter Notebooks

Hobbies & Interests

Outdoor activites - running club competitions, fellrunning, hiking, cycling

Cubing - competitor in Rubik Cube competitions

Art - digital and traditional art, fractals, Illustration and digital experiences

Music - synthesizers, midi controllers, ambient, IDM

Work Experience

L3 TRL
Sept 2019 - Sept 2020

Software Engineer
12-month industrial placement. Developed a WPF desktop application to encrypt classified information as part of a larger KMS. Led the front-end development for a React web app to provide geospatial analysis tools to the CORVUS box, providing electronic surveillance and force protection capabilities for a soldier in a body-worn unit. Assisted in the testing of CATAPAN Global, and migration of the team's CI system.
(Javascript, React, C#, WPF, Python)

Saggezza
Sept 2018 - May 2019

App Developer
University team project to develop an employee management android app. I designed and implemented the UI, and developed the back-end in MySQL.
(Java, XML, MySQL, Android Studio, Git, UML)

Bede Gaming Codeathon
Mar 2019

Software Engineer
6-hour codeathon. I assisted development of a web-browser pong inspired multiplayer game, where the controller is your mobile phone using gryoscopic sensors. I developed the graphics and communication to our node.js server
(HTML5, JavaScript, node.js)

Autism Together and DXC
Nov 2018

Software Engineer
48-hour team codeathon. I implemented an algorithm in Golang to monitor and analyse live biometric data from a wearable device.
(Go, SQL, AWS technologies - (S3, Kinesis))

Newcastle University
Jan 2018 - present

Student Ambassador
Volunteering at computing outreach events and university open days.

CeX
Oct 2016 - Sep 2018

Retail Employee
I worked part-time at CeX; a store selling second-hand and refurbished gaming equipment and other electronic devices. I gained technical skills involving phones, tablets, computers and gaming devices. I enjoyed working as part of a team and interacting with customers, giving them tech advice and working sales.

African Village Support (AVS)
July 2016 - present

Volunteer
I prepared and gave mathematics lessons for classes in primary and secondary schools, and designed an interactive game involving Rubik Cubes. This was my first teaching experience. Being the teacher gave me confidence in my communication, scheduling/planning ahead, and my role as a leader. Our volunteering team met with local communities in villages to run workshops about business development and to provide support to help local people set up small businesses. Personally, I learnt a lot about business management, accounting, coaching, mentoring, environmental sustainability and cultural differences.

References - I can provide references (academic or professional) on request