

NATHAN STEELE

Email: nathanjoshuasteele@gmail.com
Tel: 07450 014304
Website: <https://nimpod.github.io/nathansteele/>

PERSONAL PROFILE

Second year Computer Science undergraduate seeking a software engineering placement to not only develop my skills of team working, communication, management, but to continue learning and grow as a computer scientist. I am a fast learner, a hard worker, and I am a highly motivated individual who is always looking forward to new challenges. I have a positive work ethic, which is reflected in the amount of effort and hard work I will always give to completing tasks. I am good at managing tasks, working independently, organising myself and working with others. I am experienced in object-orientated programming, developing, testing and debugging code, communicating with API's and designing user interfaces.

SKILLS

Programming: Java, Python, JavaScript, C, SQL, ARMv8 Assembly, Casio BASIC, Go
Technologies/frameworks: Git, AWS, MySQL, JavaScript frameworks (D3, Node, Angular)
Design: HTML5 / CSS3, XML, Android Studio, Adobe Photoshop;
Documentation: GitHub, JavaDocs, Microsoft Office Suite, Jupyter Notebooks, LaTeX
Operating Systems: Android, Windows, Linux

EDUCATION

Newcastle University: BSc Computer Science: Sept 2017 – present
Modules excelled in:

- Algorithm Design and Analysis = 78%
- Software Engineering = 86%
- Programming 1 = 75%
- Computer Architecture = 85%
- Website Design and Construction = 79%
- Mathematics for Computer Science = 80%

University of West of England (UWE): BA Illustration Sept 2016 – June 2017
Awarded Certificate of Higher Education

Stroud College: 2015 – 2016: Art Foundation Diploma: Sept 2015 – June 2016
Distinction

Balcarras School:
A Levels: Art & Design (A*); Mathematics (A); Applied Science (A); Sept 2013 - June 2015
GCSEs: (2 A's, 1 B, 4 C's) including English and Mathematics Sept 2010 – June 2012

WORK EXPERIENCE

Employee Management Android App: Saggezza, Sunderland Sept 2018 – April 2019
Assisted development and design of app for Saggezza. I designed and implemented the UI, and developed much of the back-end in Android Studio. Our team used an Agile methodology and we held weekly sprints. I have become more familiar with version control systems and have working knowledge of continuous development. I communicated with the client, discussing features and brainstorming user stories. I also gained real experience in designing and implementing UML diagrams, which I enjoy doing because I like to visualise systems. (*Java, XML, MySQL, Android Studio*)

Bede Gaming Codeathon; Newcastle University, Newcastle Mar 2019
6-hour codeathon. I assisted development of web-browser Pong-inspired multiplayer game, where the controller is your mobile phone using its gyroscopic sensors. I developed the gameplay and communication to our node.js server (*HTML5, JavaScript*)

Autism Together Organisation and DXC.Technology Codeathon; DXC, Newcastle Nov 2018
48-hour team codeathon. I implemented an algorithm in Golang to monitor and analyse live biometric data from a wearable device. I enjoyed learning how to implement the Agile methodology and Kanban framework into a live project. (*Go, AWS technologies – (S3, Kinesis, Dynamo DB), SQL*)

Student Ambassador; Newcastle University, Newcastle

Jan 2018 - present

As an ambassador my main responsibilities are volunteering at computing outreach events and university open days. Volunteering at outreach events involves primary school children taking part in computing-related challenges. My role is to assist the children in their challenges and give them experience with a variety of interactive technologies. More broadly, my role is to allow the children to explore their own creative thinking skills, develop their problem-solving strategies, and improve their team working and communication skills. The challenges included programming of robots, designing their own form of binary communication and programming electronics using a raspberry pi. I have come out of each session feeling like my teaching skills have improved since the previous session. I adapted well to the role of a leader in a somewhat chaotic/challenging environment that I had to keep under control. In general, this role has developed my presentation skills, public speaking skills, and improved my confidence in front of large audiences.

Retail Employee / Customer Service Assistant; CEX, Bristol & Cheltenham

Oct 2016 – Sep 2018

I worked part-time at the store CEX, which sells second-hand & refurbished gaming equipment and other electronic devices. I gained technical skills involving phones, tablets, gaming devices, and laptops. I enjoyed working as part of a team in the main technology hub of the cities, and enjoyed interacting with customers, giving them tech advice, and working in sales. This helped to develop my communication, organisational, time management skills and my understanding of technology in general.

Volunteer for African Village Support (AVS); Uganda, Muyembe

July 2016 - present

Volunteering in Uganda was a life changing experience and has changed the way I think about work, education, poverty, politics and international development. 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. In addition, 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.

HOBBIES & INTERESTS

| Competitor in Rubik Cube competitions | Building custom PC's | Running | Snooker | Digital & traditional art |
| Programming in my spare time, working on [side projects](#) for my own personal and technical development. |

REFERENCES

I can provide references (academic or professional) on request.