

OLI SHARP

[email](#) | [linkedin](#) | [github](#)

EDUCATION

University of Nottingham

Bachelor of Science in Computer Science

Nottingham, United Kingdom

Sept. 2023 – June 2026

Computer Fundamentals

92%

Programming and Algorithms

79%

Systems and Architecture

79%

Intro to Software Engineering

79%

etc

The West Bridgford School

Nottingham, United Kingdom

A-Levels

Sept. 2020 – June 2022

Computer Science

A

Maths

A

Physics

B

EXPERIENCE

IT Service Desk Smart Bar Assistant

University of Nottingham

Sept. 2024 – Present

Nottingham, United Kingdom

- Troubleshoot various issues including wifi problems, account activation and registration issues, lost/broken MFA devices, etc.
- Escalated issues that required higher privileges, i.e. those that required a password reset for resolution, to the second line service desk
- Loaned out temporary laptops and booked in laptops for repair as part of the Laptop Loan and Repair service

IT Support Technician

AST Language Services Ltd

Jan. 2023 – Sept. 2024

Nottingham, United Kingdom

- Wrote an intranet system from scratch using HTML, CSS, and JavaScript
- Wrote a python script that utilised an open source LLM to estimate the quality of translations
- Set up an add-on for a CRM and instructed team members in its use
- Troubleshoot colleagues' computer problems, including email access issues and microsoft office issues
- Used DotPeek to recover lost source code from binaries
- Troubleshoot and optimised company websites using online SEO tools
- Was presented with an employee recognition award for my work

PROJECTS

Group Project - Predicting Disease Outbreaks | Git Lead | [Git](#), [GitLab](#), [Python](#)

Oct. 2024 - Present

- Working on an AI prediction algorithm and a classification algorithm
- Configured GitLab repository and CI/CD server using a Raspberry Pi and GitLab Runner
- Configured GitLab notification integrations for Microsoft Teams and Discord

Portfolio Website | [Git](#), [Astro](#), [GitHub Pages](#)

May 2024 - Present

- Developing a website to provide easy access to my open source projects
- This allowed me to learn about static site generators, and using GitHub Pages to host a website
- [Visit the website](#)

Terraspace | [Git](#), [Three.js](#), [HTML/CSS](#), [Domain Management](#), [GitHub Pages](#)

Nov. 2024

- Developed a terrain generation webpage using 3D voxel-based graphics and Perlin Noise algorithms
- Hosted using a custom domain on GitHub pages
- [Devpost](#)
- [Visit the webpage](#)

Hackathons Info Bot | *Git, Python, Discord API*

June 2024

- Python script which scrapes Hackathons UK and formats the data into a list of hackathons happening in a given hackathon season
- It publishes the resulting formatted data to a discord bot via the Discord API
- [Git repository](#)

HouseLink | *Python, SQLite, Git*

March 2024

- Developed an estate agent app for HackTheBurgh X, a closed entry 24-hour hackathon
- By utilising an SQLite database, Tkinter frontend, and Python backend we were able to develop an app which allows you to swipe right to like or left to dislike a given house
- I was in charge of designing the algorithm to determine the house to recommend next, which calculated the means and scaled standard deviations for each metric that the house could be judged on. It worked out the field that had the lowest variance, assumed that that was the field that the user was basing their decisions on, and showed houses where the value of that field was closest to the mean first
- [Devpost](#)

Mansion Escape | *Git, Python, Markdown, Taipy*

Jan. 2024

- Reimagined a data visualisation library to develop an escape room game for Hackaway v7, a 24-hour hackathon
- We had to identify elements of the library which the user could interact with, and then repurpose them for use in self-designed puzzles
- [Devpost](#)

Massive Machine Retro Revelry | *Git, Python*

Nov. 2023

- Developed a game consisting of a bash-terminal-style UI and several mini-games for HackNotts '84, a 24-hour hackathon
- I co-developed a battleships game, along with a simulated linux file system, and a mail app
- This was my teams first hackathon, and we were awarded the Retro Prize by the [National Museum of Computing](#)
- [Devpost](#)

Mock Exam Timetabling System | *Python, JavaScript, HTML/CSS*

Jan. 2021 – Jan. 2022

- Developed an app for the West Bridgford School which finds the optimal arrangement of exams in a given time period to minimise the number of people scheduled to sit multiple exams at once
- I developed this as part of my A-Level in computer science, it scored 67/70
- To complete this project I had to overcome the challenges of learning a new language (JavaScript) and learning how to program for client-server architecture, neither of which I had done before
- [Git repository](#)

TECHNICAL SKILLS

Languages: Java, Python, C (ANSI C and C11), SQL (SQLite, Postgres), Haskell, Lean, ARM Assembly, HDL, JavaScript, HTML/CSS, Markdown

Frameworks: JUnit, Astro, GitHub Pages, Discord API, Supabase

Developer Tools: Git, Gradle, VS Code, DotPeek, IntelliJ, Eclipse, GitLab Runner

EXTRACURRICULAR ACTIVITIES

Computer Science Mentor

June 2024 – Present

- Gave advice to first year computer science students about the course and university life
- Assisted in the running of events designed to assist students with the course and university life
- Moderated the official University of Nottingham 24/25 School of Computer Science discord server

Secretary of Nottingham Octopush Club

Jan. 2023 – Present

- Organised quarterly meetings of a 6 person committee
- Set up an action tracker for committee members to be able to review how many actions required their attention

Piano

March 2020 – Present

- I started playing piano for myself in 2020, and soon began documenting my progress in the form of a [YouTube channel](#)
- I have also written, recorded, and produced some of my own music using Cakewalk by BandLab, which is available to stream on [Spotify](#)