OLIVER WARNER

Oxford | Brighton

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As a dedicated final-year BSc student at the University of Sussex, I have achieved competency in programming, project management, and effective communication. I am capable of working under pressure as I have held several jobs that required strong leadership and time management skills. Eager to pursue a career in Analyst Programming. I am ready to apply my experience and academic knowledge to real life projects and scenarios.

WORK EXPERIENCE

Web Developer Internship | **Unusual Technologies** | **June-August 2023**

- Demonstrated my web design skills by modernising the company website, coding custom PHP pages, and utilising the WordPress Elementor framework.
- Harnessed a WordPress plugin to implement an AI chatbot, which addresses recurring customer queries and facilitates smoother communication with the business team, resulting in increased business.
- Collaborated with senior developers and other interns to brainstorm innovative ideas and apply solutions to feedback on the company website's development.
- Leveraged a Linux VM to access Docker, where I specialised in designing the company's new private scheduler hosted on AWS.
- Developed an in-house Christmas themed escape room game using C# in Unity. Project focus was on session management through different scenes, to achieve an easy flow through the game.

Customer Service Assistant | **Sussex Student Union Bar** | **September 2023-present**

- Refined my multitasking and problem-solving abilities by serving in a fast-paced bar environment.
- Delivered excellent customer service by promptly addressing customer needs and fostering a welcoming atmosphere.

Sales Assistant | **Next, Oxford** | **Jun-Sep 2022**

- Cultivated a robust work ethic by developing positive relationships with management/colleagues.
- Enhanced communication skills by continually serving customers maintaining an amiable and polite demeanour.
- Honed multitasking ability and time management in the stock department, efficiently processing deliveries, sorting clothing and dispersing stock to the shop floor.

Rugby Coach | **Chinnor Rugby Club** | **July 2020-present**

- Conducted age-tailored group training sessions for individuals aged 4-16, personalised coaching.
- Educated participants on acceptable behaviour, play standards, and the importance of teamwork.
- Upheld health and safety regulations, ensuring the well-being of children under my care, managing situations carefully, including rugby injuries and de-escalating antisocial behaviour.

EDUCATION

BSc Computing for Business and Management | **The University of Sussex** | 2021-2024 | Expected 2:1

Year 3: Individual Project, Computer Security, Business & Project Management

Year 2: Program Analysis, Natural Language Engineering, Databases, Computer Networks, Software Engineering, Operations Management

Year 1: Mathematical Concepts, Programming Concepts, Data Structures & Algorithms, Intro to Computer Systems, Further Programming

Wheatley Park School & Sixth Form | 2014-2021
A-Level: ABB - Computer Science, Mathematics, Geography
GCSE's: 10 GCSEs passed, including Mathematics & English

RELEVANT SKILLS

Programming Languages:

- Proficient experience: Python, Java, JavaScript, HTML, CSS, PHP, SQL
- Intermediate experience: C#, Assembly Language

Practiced Applications:

- Microsoft Office e.g. Word, Excel, Project, PowerPoint, Outlook, SharePoint; Microsoft Azure, AWS, Canva, Adobe Photoshop, Microsoft Blend.
- PyQt5, PyGame; MySQL, Heidi SQL.
- Windows OS and Linux CLI knowledge.

RELEVANT PROJECTS

University Final Year Project | 'E-Commerce Recommendation Engine' (2023):
- Researched and implemented a Machine Learning-based Collaborative Filtering method to develop a system for recommending items to customers by analysing collective purchasing patterns.
- Engineered the recommendation system in Python, leveraging Anaconda's Jupyter Notebook for its interactive computing capabilities, enabling effective prototyping and refinement of the algorithm.
- Demonstrated effective project management skills, created a Gantt chart to ensure timely completion and robust performance of the final product.

University module | Software Engineering Project (2023):
- Designed the GUI & implemented a digital version of the board game 'Catan' in PyGame.
- Conducted over 15 weeks in a 6-member team. In addition to coding parts of the game, I was project manager, which involved organising weekly meetings to review progress and code, plan tasks, and delegate responsibilities.

University module | Computer Security (2023):
- Completed a 12-week AWS Academy course, gaining foundational knowledge in Cloud architecture and creating a Virtual Private Cloud (VPC) with both public and private networks, enhanced by security groups.
- Developed a highly secure website, integrating two-factor authentication, email verification, Google's reCAPTCHA, and advanced password hashing.

A-Level Software Engineering Project (2020):
- Developed 'Skateboard Customisation App' using the Software Engineering Lifecycle.
- Conducted stakeholder interviews and researched features/models for requirements analysis.
- Wrote the core of the program functionality in Python, using SQL to create and maintain the database.
- Designed GUI using Python Framework PyQt5.

LEADERSHIP POSITIONS

Mentoring Buddy Scheme:
- Volunteered to pair with 3 international students to provide support and advice on beginning at Sussex University. Introduced how to engage in university, connecting them with societies and useful resources. Shared personal experiences and guidance on overcoming challenges of university life.
- Plan and attend regular meetings with paired students to engage in social events and activities and provided insightful tours of the university campus and Brighton city.

Finance Society Social Media Manager:
- Design and create weekly social media content promoting society events.
- Participation in weekly committee member meetings to contribute social event ideas.

EXTRA CURRICULAR

Spirit of Sussex Award:
- Completed the co-curricular award scheme (which is a university accredited certificate).
- Joined an academic mentoring programme to gain knowledge on essay writing, public speaking, and career advice.
- Attended a presentation by PWC, to learn about the company values and what companies look for in new employees.

University Societies:
- Hack Sussex (Computer Science), Language Café (Spanish), Cuban Salsa Dancing & Kickboxing.

Duke of Edinburgh Awards:
- Awarded Bronze: 2017, Silver: 2019, Gold: 2021

Hobbies:
- Developed strong teamwork and endurance, as Rugby Player in Wing/Fullback positions for 7 years.
- Accomplished pianist with ABRSM Grades 1-4 and self-taught bass guitarist, actively participated in the school band, showcasing continuous learning, dedication, and initiative-taking musical proficiency.
- Travelled extensively across Western Europe, Peru, and Egypt, enhancing cultural sensitivity and global perspective; actively learning Spanish to further develop cross-cultural communication skills.

References available upon request.