

Academic Details

Year	Qualification	School	Grades
2019 - 2023	BEng Software Engineering	Edinburgh Napier University	Expected 1 st class honours
2014 - 2019	Scottish Highers	St. Thomas of Aquin's RC High School in Edinburgh	A in Mathematics, English, Spanish, Music Technology & Religious Studies

Objective

As a soon-to-be graduate in December 2023, my primary objective is to work as in a field that will allow me to develop my software engineering learning experience. As a highly motivated individual, I am confident in my skills and abilities, while also identify the need for more exposure to professional software engineering environments.

Work Experience

Teaching Assistant

Edinburgh Napier University

Sep 2022–Dec 2023

Communicated complex software engineering concepts to students in the modules that I have previously taken, including:

- Software Development (Java) & Object Oriented Software Development (C#).
- Software Engineering Methods (Agile) & Programming Fundamentals (C/C++).
- Web Technologies (HTML, CSS & JavaScript).

R&D Intern

Illuminate Technologies

Jul 2021-Aug 2022

- Independently installed and configured hardware and software for data- capturing project, utilizing Linux expertise.
- Tested correlator to ensure error-free software development using Python.
- Participated in Agile project management using Jira, Confluence, and Gitlab, achieving sprint goals while working in teams.
- Updated web app UI, using EJS to generate HTML with JavaScript and enhancing CSS.

Dental Receptionist

Be Dental Ltd.

Jul 2019– Mar 2021

- Successfully managed administrative tasks through both phone and face-to-face interactions.
- Responsible for maintaining the appointment book and handling cash and card payments.
- Ensured compliance with NHS guidelines on procedures.

Selected Projects

Java

- Secured the NapierUniPortal Web app, fixing access control, XSS, CSRF, and SQL Injection issues. I implemented role-based access control by performing code reviews, risk assessment, and mitigation using Java.
- Utilised object-oriented design principles to analyze weather data for UK locations. The task involved using Java code and leveraging libraries like WeatherData and MapGui for basic data manipulation.

C#

- Designed and tested a system for processing incoming SMS, email, and Tweet messages, with expanding textspeak abbreviations and managing URLs, through a C# WPF application.
- Designed and implemented a TrackTrace prototype using a 3-tier architecture. The system recorded user events, including contacts and visits, with data stored in .CSV files. The presentation layer featured a WPF interface for adding individuals, locations, and managing events.

React Native

- Developed a mobile application in React Native with Firebase integration, designed for children to rate and add cartoon content. The app offers customizable avatars, separate screens for movies and TV series, and child-safe features. Aimed at users under 13, it provides a platform for young audiences to explore and rate content, inspired by IMDb.

Swift

- As part of my honours project, I am currently working on an Augmented Reality mobile application using ARKit in Swift for iOS. This application, backed up by academic research in a dissertation paper, aims to project shoe models onto feet, in real time along with other features, such as login and registration with data being stored using firebase (API).

Skills

- **Programming Languages:** Java, C/C++, C#, Python, JavaScript, HTML/CSS, Ada, SQL, React Native, Swift
- **Operating Systems:** Windows, MacOS, Linux
- **Technologies:** Git
- **Other:** Team Work, Communication, Problem Solving, Patience, Customer Service, Time Management, Adaptability, Creativity

References

Available on request