

Personal Profile

I am a hardworking student and enthusiast for computer science, with a strong foundation in software engineering, including web apps, game development, and bespoke hardware projects. I bring a wealth of experience in self-directed learning, team collaboration, and innovative problem-solving. Currently working towards the CISSP certification to deepen expertise in cybersecurity. I am well-informed and experienced in all areas of software development, and actively develop my skills and toolsets in my free time.

Skills

- Proficiency in Python, C#, TypeScript + JavaScript...
- Web app development
- Desktop app full-stack development
- Mobile app development – both iOS + Android
- Game development
- Cloud computing (AWS, Oracle, etc)
- Hardware & electronic engineering
- Collaborative / team-based work
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Education and Qualifications

Hills Road Sixth Form College 2023 – 2025

A Level **Computer Science** Predicted **A**

A Level **Maths** Predicted **A**

A Level **English** Predicted **B**

Extended Project Qualification – creation of an accessible platforming and exploration themed video game.

Employment

2021 – Present: **Research Assistant** at *Tek Bros Ltd.* (Family business)

- Shadowing my father, cybersecurity consultant, at various prestigious companies.
- Have performed research into cybersecurity.
- Sponsored to study CISSP examination (qualification typically taken by people twice my age).

2024 – Present: **Private Tutor** for GCSE computer science

- Taught 1:1 lessons with clients, including Y10 + Y11.
- Created personalised study plans for each student
- Both online and in person service, gained self employability skills.

March 2022: **One week, Work Experience Placement** at *CHQ Architects*

- Learnt professional tools with assistance of architects in person.
- Shadowed professionals on job.
- Learnt structural, thermal dynamics in relation to buildings.

Personal projects

Mobile Studying App – ‘Lockyn’

TBA Commercial mobile studying app for GCSE + sixth form students.

- Mobile application for iOS + Android devices.
- Cross platform. Also supports web + desktop.
- Focused around studying on a set timer alongside friends – emphasis on connectivity.
- Frontend written in React Native, using Typescript.
- Backend using Firebase (BaaS).
- Stylish, professionally designed UX, UI, in Figma.
- Source code available on GitHub under proprietary license.

Calorie Tracking App – ‘Fastgains’

Source available calorie tracking app for users wishing to lose or gain weight.

- Mobile application for iOS + Android devices.
- Designed specifically for ease-of-use and simplicity, to reduce time spent logging foods as much as possible.
- Can log calories, protein, fat etc.
- Uses iCloud to store data across devices in database.
- User can amend previous data + get insight into eating habits.
- Written entirely in facebook’s React Native.

Server hosting project

2.5+ year long virtual private server using Oracle Cloud.

- Has hosted my personal website and portfolio.
- Has hosted game servers which I administrated and maintained.
- Taught me a great deal about networking, ports, SQLite, data structures.
- Has been thoroughly updated, maintained, while running 24/7 for past 2 years.
- 24gb of RAM, 256gb storage, 8 core CPU. Uses ARM64 architecture.
- Runs using Arch Linux (aarch64).

Game Development Projects

I have worked on 3 different games in different engines, working both independently and on teams.

- **First game**
 - Written in LUA
 - Gained 15,000 unique players within first 3 months alone
- **Accessible 3D Platformer**
 - Created as part of my EPQ project.
 - Developed in Godot, using both C# and GDScript.
 - Developed based off feedback of users, with good gameplay and graphics.
- **Game Jam (upcoming, team project)**
 - Will lead programming, design, and writing for team-based game competition in Godot engine.

Full portfolio can be found at: www.milotek.dev