

A motivated and ambitious individual with a keen interest for programming pursuing a career in tech, cybersecurity, or software development. Constantly striving for excellence and improvement with a range of skillsets necessary to succeed in group work and individual projects.

EDUCATION

King's College London Mathematics School | AS-Level and A-Level

September 2020 – August 2022

- AS Level: Computer Science (A)
- A-Levels: Mathematics (A*), Further Mathematics (A*), Physics (A*), Extended Qualification Project (A)
- Awards/Participations: British Informatics Olympiad, Senior Maths Challenge: Gold Award, Senior Kangaroo Maths Challenge, King's Certificate, NUSH Hackathon, BPho Senior Physics Challenge

Beths Grammar School | GCSE

September 2015 – August 2020

- 12 GCSEs 9-8; including Maths 9, Further Maths 9, Physics 9, Computer Science 8, English Language 8
- Awards/Participations: Duke of Edinburgh - Bronze Award, Honours Tie, Beths Mathematician Award, General Excellence Award

PROGRAMMING PROJECTS

EPQ: Designing and Making the 'Perfect' Game

- Creation of a first-person shooter using C# and Unity incorporating an agile development methodology.
- Established a client-server architecture hosted on Amazon Web Services to integrate multiplayer functionality using a Linux server.
- Produced a report that documents and analyses the context and development process of the game, overall receiving an A.

King's Certificate: Improving the Online Shopping User Experience (UX)

- Group project involving researching topics related to online shopping UX to produce a conceptual webpage for an online shopping service using ASP.NET (MVC) and Git.
- Contributed towards front-end development using HTML and Bootstrap (CSS) framework as well as researching psychology behind UX, customer centricity and responsiveness in web design.
- Summarised project with a dissertation and presentation, which was awarded a Distinction.

National University of Singapore Highschool (NUSH) Hackathon 2020: U-Receipts

- 24-hour international coding competition, ranking 2nd from participating countries.
- Worked in a collaborative and time-restricted environment, developing communication and time-management skills to produce a receipt-storing, web-based application to combat climate change.
- Constructed the front-end design using HTML and Bootstrap, used C# to contribute towards back-end development, and managed simulations of the application using Postman.

Python API: Song Downloader

- A personal project in making a song downloading application using the API from Spotify and YouTube as well as Python being the language for development.

SKILLS

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| ▪ HTML, CSS & Bootstrap, JavaScript | ▪ Communication and collaboration |
| ▪ Python (API) | ▪ Problem solving and critical thinking |
| ▪ C#, Unity | ▪ Analytical skills |
| ▪ Postman, Git, Amazon Web Services, ASP.Net | ▪ Time management |

EXTRA-CURRICULAR / HOBBIES

- Game Development: Occasionally take part in game jams on itch.io
- Football: Playing football to stay athletic in my free time