

A motivated and ambitious individual currently studying BSc in Computer Science, looking to pursue a career in software development and a keenness for Artificial Intelligence, Cyber-Security and Fin-Tech. I am a quick and passionate learner, always trying to strive for improvement and have the skills necessary to perform in teams as well as individually.

PROGRAMMING PROJECTS

Song Downloading Software - Python

- Uses API from Spotify to retrieve playlists and YouTube to download songs

King's Certificate: Improving the Online Shopping User Experience (UX) – HTML, Bootstrap, C#

- Conceptual website for online shopping service developed using ASP.NET (MVC) and Git, incorporates research into user psychology, customer centricity, and responsiveness of web design
- Worked on the frontend development for landing page, items page and browse page as well as adding a dynamic navigation

Movie Library – HTML, CSS

- Template landing page for an online streaming service with a modern user interface and responsive design that works on desktops, tablets, and mobiles.

National University of Singapore High-School (NUSH) 24HR Hackathon 2020 (U-Receipts) – HTML, Bootstrap/CSS, C#

- Developed a receipts-storing web application in a time-restricted and collaborative environment which makes use of SQL database with API calling to attain and store user information
- Constructed frontend designs for landing page, dashboard, and information display pages; contributed to backend; and managed simulations using Postman

EPQ: Designing and Making the 'Perfect' Game – C#, Unity, Amazon Web Services (AWS)

- Prototype first-person shooter with client-server architecture hosted on AWS (Linux Server) for integrated multiplayer.

EDUCATION

King's College London | Undergraduate

October 2022 - Present

- BSc Computer Science

King's College London Mathematics School | A-Levels

September 2020 – August 2022

- Mathematics (A*), Further Mathematics (A*), Physics (A*), EPQ (A), AS Computer Science (A)
- British Informatics Olympiad, Senior Maths Challenge (GOLD), Senior Kangaroo Maths Challenge, King's Certificate (Distinction), NUSH Hackathon (2nd place), BPho Senior Physics Challenge, Bebras Computing Challenge

Beths Grammar School | GCSE

September 2015 – August 2020

- 12 GCSE 9-8; Maths 9, Further Maths 9, Physics 9, Computer Science 8, English Language 8
- DofE: Bronze, Honours Tie, Mathematician Award, General Excellence Award, English Speaking Endorsement (Distinction)

SKILLS

- | | |
|------------------------------|---|
| ◆ HTML, CSS, JavaScript | ◆ Communication and collaboration |
| ◆ Python, Java | ◆ Problem solving and critical thinking |
| ◆ C#, Unity | ◆ Analytical skills |
| ◆ Postman, Git, AWS, ASP.Net | ◆ Time management |

EXTRA-CURRICULAR / HOBBIES

- Exploring the field of robotics by learning to program Arduinos
- Game Development: occasionally take part in game jams
- Football: Playing as part of the university team
- Other sports/exercises: rock-climbing, gym

References available upon request