Robert Karapetian – Curriculum Vitae

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EDUCATION

Queen Mary University of London

2022 - 2025

BSc Computer Science:

• First Year: 1st Class Achieved (89%)

1st Class grade across modules: Object-Oriented Programming, Procedural Programming, Fundamentals of Web Technology, Computer Systems and Networks, Automata and Formal Languages, Logic and Discrete Structures, Professional and Research Practice, Information System Analysis

Chelsea Academy (Sixth Form)

2020 - 2022

A Levels (160 UCAS Points)

4 A Levels:

A, B, B, C Subjects taken: Computer Science, Mathematics, Physics, Further Mathematics

2015 - 2020

GCSEs

• 1 Level 3 FSMQ/A and 11 GCSEs:

Platanos College (Secondary School)

A, 9, 9, 9, 9, 9, 9, 9, 9, 9, 8 (10 High A*s, 1 A*) Subjects taken: Additional Mathematics, English Language, English Literature, Mathematics, Further Mathematics, Biology, Chemistry, Physics, History, Religious Studies, Spanish, Computer Science

WORK EXPERIENCE

Inferential Futures

London

Internship – Software Development and Artificial Intelligence

March and April 2023

- Designed and implemented an initial working prototype (front end and server-side) of a GPT-enabled chatbot for a careers advisory website.
 Applied HTML, CSS, PHP, JS, JSON, XML, and SQL to design and implement. Chatbot functionality utilised ChatGPT open APIs, Ada, Babbage, Curie, and Davinci to process prompts and return responses.
- Wrote and presented a paper discussing the potential of such implementations and broader Artificial Intelligence concepts in the careers
 advice space, exploring capability, performance, and cost for the present-day ChatGPT APIs.

IBM

London

Internship - Student Consultancy Project (QMUL)

May 2023

- Led a team of 4 in researching and analysing features of the IBM Skills Build platform and advising on relevance for the next 5 years, with a focus on Artificial Intelligence, Data Science, and Security.
- Presented findings to the Master Inventor at IBM: created a visualisation of the Skills Build resources varying by degree, and a spreadsheet
 of all available resources.

MCS Projects

London and Kent

Activity Leader - STEM Challenge Days

June and July 2023

- Directed multiple extracurricular STEM activity events for students of secondary school age across England (amassing a 96% satisfaction rate). Contributed primarily to the E-Fit Challenge, which detailed the importance of creating computerised visualisations of potential suspects for crimes, based on witness accounts.
- Presented the Electric Vehicle Challenge, delivering solutions focusing on relevance due to reduced emissions and efficiency.

Profusion Data Agency

London

Insights Program – Marketing

July 2021

- Conducted a team of 4 in planning an app for young people seeking career opportunities. Outlined the design, marketing, and finance aspects of the project, and produced a detailed one-year plan with details on execution.
- Gained experience on data science tools and how marketing schemes are conducted to promote technological innovations.

White & Case Law Firm

London July 2019

Work Shadowing – IT Project Manager

- Gained experience with IT project management, including completing tasks such as setting objectives, presenting ideas, predicting outcomes, and monitoring progress of team members with effort tracking tools such as Gantt Charts and Review Boards.
- Led a team of 5 to negotiate a hypothetical deal between a client and a professional sports company as a case-study exercise, advocating for the best possible terms which would also accommodate and allow for compromise to ensure both parties were satisfied with the outcome.

PROJECTS

Technologies: Java | Python | HTML | CSS | PHP | JavaScript | Java Swing | Python Tkinter | SQL | MIPS Assembly | XML | MS Office **Online portfolio**

- Full-stack responsive web application with login (using an SQL database) to differentiate between admin and guest for blog functionality. **GPT-enabled careers advisory chatbot**
- Full-stack web application making use of Ada, Babbage, Curie, and Davinci APIs for prompt processing.

Haunted House Game

Text-based game utilising Java Swing to create the GUI for navigation both between and inside rooms, alongside inventory.

Hotel Booking System

• Hotel booking system using Tkinter to create the GUI and an SQL database for storing login details.

Weather application

• Responsive weather application using OpenWeather API to fetch and display data to the user based on location.

ACHIEVEMENTS & INTERESTS

- Social Media Manager for Queen Mary Computer Science Society (also involved with administering introductory programming sessions).
- Aspiring Photographer and Videographer.
- Achieved up to and including ABRSM Violin Grade 5 (The Associated Board of the Royal Schools of Music).
- Elected Head Boy in both Chelsea Academy Sixth Form (Year 13) and Platanos College (Year 11).