REISS EDLER

SOFTWARE DEVELOPER

CONTACT

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TECHNOLOGIES

- JavaScript (inc. React.js, Next.js, Node.js and jQuery)
- Python (inc. Bottle)
- Java (inc. Spring Boot)
- HTML + CSS
- C/++ & Arduino
- SQL
- PHP
- UNIX terminal
- Git / Github
- LaTeX
- Bash

SKILLS

- Problem solving
- Teamwork
- Attention to detail
- Time management
- Microsoft Office + Teams

REFERENCES

- "Reiss would be an asset to any employer"
- "He was a punctual, responsible and personable young man. Capable of thinking on his feet and handling a variety of situations"
- "Reiss interacted with the team very well and was not fazed by the large team"
- Simon Brown, Now TV Work Experience Manager

HOBBIES

- Coding
- Technology
- Motorcycles
- Camping
- Running

ABOUT

Driven and proactive 2nd year Computer Science student, proficient in an array of languages and technologies. Adept at working under pressure and will thrive in any environment.

EXPERIENCE

SOFTWARE DEVELOPER INTERN
CHAI | July - August 2021
- First-year internship at a startup making a chatbot platform.
- Key responsibilities: building chatbots, improving app store optimisation and creating tutorials for their python framework.

ELECTRONICS AND SYSTEMS ENGINEER
Warwick Moto | Nov 2020 - Present
- Using my computer science background to contribute to a team at Warwick University building an electric superbike.

FULL STACK WEB DEVELOPER INTERN
NOW TV | June 2019 (1 week)
- Year 12 work experience in NowTV's Content Management Development team, building on my programming skills with React.js and Redux as well as Java Spring Boot and PostgreSQL.

SOFTWARE DEVELOPER INTERN
Sky | July 2017 (2 weeks)
- Working in the DevOps team for my Year 10 work experience, I produced a web app that allows staff to report maintenance faults, notifying the maintenance team through a priority dashboard.
- I presented my project to senior staff, who were very impressed and wanted my system implemented.

EDUCATION

COMPUTER SCIENCE MASTERS
University of Warwick | 2020 - 2024
Achieved a First in year 1, averaging 78%. Modules of interest:
- Java programming: 89% in the coursework, class avg. was 65%
- Web Development: 87% overall
- Design of Information Structures: 80% overall
- Maths for Computer Scientists 1: 80% overall
- Computer Security: 79% overall

A-LEVEL
BETHs Grammar School | 2018 - 2020
A*A*A* in Computer Science, Maths and Physcis

COLLEGEBOARD AMERICAN SAT'S
Self Studied | 2019
Maths level 1: 790, Maths level 2: 780, Physics: 720, English: 620 (out of 800)

GCSE
Harris Academy Falconwood | 2015 - 2018
5 A*s, 2 A's, 2 B's and 2 C's (or equivalent)

PROJECTS

PORTFOLIO SITE - 2018 - RSEDLR.XYZ
- A collection of my projects, built with JS, bootstrap and Python Bottle.

HOME CONTROL WEB APP - 2017
- Allows my home's central heating and lights to be controlled remotely. Run on a series of Raspberry Pi's connected to relays.

RACING CAR AI - 2020
- I made a simple racing car game with Processing (Java) and used it to train an AI to drive. The AI is based on a feed forward neural network and was trained with the genetic algorithm.

WIKI RACE - 2019
- A site that finds the shortest path between two Wikipedia pages using only embedded links.

OTHELLO IN JAVASCRIPT - 2019
- I made the board game Othello for my A-level coursework, used by my school as a top mark exemplar project for future years.