SAHITYA SAKTHIVEL

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PERSONAL STATEMENT

Passionate student working towards a BSc in Computer Science at King's College London who loves reading about the latest advances in technology. Eager to learn new skills used in the different sectors of technology.

EDUCATION

SEP 2021 – PRESENT   **BSc Computer Science, King's College London**
Current Grade: 88%
Modules included: Programming Language and Design Paradigm and Practical Experience and Programming, Foundations of Computing and Data Base Systems.
Awards: Florence Hughes Exhibition

SEP 2016 – AUG 2021   **Royal Wootton Bassett Academy, Swindon**
A levels: Mathematics(A*), Chemistry(A*), Physics(A*)
10 GCSE's including Mathematics (9), English Literature (8) and German (9)

WORK EXPERIENCE

JUN 2023 – AUG 2023   **Software Engineer Intern, Bank of America**
- Worked in the Product and Good to Trade Team.
- Worked on the downstream migration of a legacy application.
- Analysed, developed, and created rigorous unit testing to support retirement of legacy application.
- Refined programming, team working and presentation skills.

OCT 2022 – OCT 2022   **JP-Morgan Code for Good**
- 24-hour Hackathon where I worked in a team to produce a product for a NGO.
- Collaborated with like-minded individuals to create a website that could connect volunteers to different organizations.

JUN 2022 – JUN 2022   **Internship Experience UK 2022- Technology**
- Worked on a 2D Pathfinding Project set by Amazon.
- Utilised Java to create a program that works out the most efficient path a robot can take by avoiding any obstacles to reach its destination.
- Improved networking skills by networking with employees from various companies.

APR 2022 – APR 2022   **Spring Intern, Bank of America**
- Learned about the use of agile methodologies within the bank and how employees prioritise and deal with changing requirements to meet their client's needs.
- Listened to various employees speak about the different projects they have worked on, producing an insight into the use of software engineering in the bank.

OTHER SKILLS AND INTERESTS

Communication and Teamworking skills - Having had the opportunity to work in a team while volunteering, I know how to adapt my communication skills to voice my ideas and listen to my team's ideas.

Problem Solving Skills - Competed in the Senior Maths Challenge where I solved more complex logically. Solve programming challenges on Euler Project and Cyber challenges on Cyber Discovery as it is challenging, and it allows me to broaden my problem-solving skills. Competed in and won in several chess tournaments.

Technical Skills – Beginner programmer in Java, Python, HTML, CSS, and SQL. I am familiar with using Microsoft and familiar with different data structures.

PROJECTS

Predator-Prey Simulation
- Used GUI and knowledge of Java and inheritance to create a predator-prey simulation, which simulates how long an animal can live under different environmental conditions.
- The program models the activities of the animals, including its feeding and breeding habits and can be used to predict the population after a certain number of days.

Airbnb
- Created an Airbnb type simulator which displays all the properties available in London.
- Users are allowed to select a price range to limit their search and can browse through properties in different boroughs, using the interactive map. Users can see the location of the property on google maps, favourite different properties, and book properties through this simulator.

Cinema Booking System
- Utilised Java to create a program that loads the screens and the movie times from a CSV file.
- Users can switch through screens to book a movie. A ticket is generated which contains information about the price, and the seat they have selected. They can refresh the screen to check for recently added movies.

Financial Tracker Website
- Worked in a team of 8 to create a website that allows a user to track their financial expenses. Utilised a Trello board and GitHub to monitor our team's progress.
- Worked on backend by creating different models, adding different functionalities to the system, and connecting different parts of the system together. Also worked on frontend to make the website more visually appealing.
- Users can input their spendings and can also categorise those expenses. They can set a target for their spending to ensure they stay on track. There is also a gamification element, where users compete with their friends by meeting as many targets as possible, which motivates the user to save money where possible.