Ni Zhu September 11, 2014

Aberystwyth University Aberystwyth SY23 3AL

Dear Ni Zhu,

I would like to apply for a position as a demonstrator for either first or second year computer science students with the university. I have already worked as a demonstrator for the university during the second year of my undergraduate and now that I have finished my industrial placement would be eager to volunteer again.

I am keen to join the demonstrating team again for a number of reasons. Firstly, I thoroughly enjoyed the experience the first time round. I like interacting with the new and upcoming undergraduate students and enjoyed helping them with concepts that I found myself found difficult.

Secondly, I am currently pursuing postgraduate study options which could potentially include more exposure to teaching and assisting in practicals. The experience of demonstrating provides an opportunity to get some first hand practice before reaching this point in my career path.

Thirdly, demonstrating helps me to maintain my knowledge of subjects that I would not of necessarily revisited from becoming rusty. For example, none of the later modules in my course require an understanding of Haskell, but the requirement to be adequately prepared to answer questions on the subject in demonstrating sessions encourages to me refresh myself on a regular basis.

As requested I have attached below a copy of my grades for each of the modules I have completed at Aberystwyth during my undergraduate.

First Year 2011/2012

Course No.	Name	Grade
CS10110	Introduction To Computer Hardware, Operating Systems And Unix Tools	87
CS10410	The Mathematics Driving License For Computer Science	95
CS12130	Concepts In Programming	87
PH19510	Chaos, Communications And Consciousness	90
CS12420	Software Development	91
CS15020	Web Development Tools	94
CS15210	An Introduction To Communications And Telematics	66
CS18010	Professional And Personal Development	71

Second Year 2012/2013

Course No.	Name	Grade
CS20410	The Advanced Mathematics Driving License For Computer Science	70
CS23710	C And Unix Programming	91
CS26110	The Artificial Intelligence Toolbox Part 1: How To Find Solutions	87
CS21120	Program Design, Data Structures And Algorithms	88
CS22120	The Software Development Life Cycle	67
CS22310	User Centred Design And Human Computer Interaction	75
CS22510	C++, C And Java Programming Paradigms	86
CS26410	Introduction To Robotics	75
CS27020	Modelling Persistent Data	96

If you have any further questions please don't hesitate to contact me using the information provided on this letter.

Yours faithfully,

Samuel Jackson