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[University GitHub](#) | [Personal GitHub](#) | [LinkedIn](#)
Dundee, Scotland

Personal Statement

A student in the second year of a computer science bachelor's degree at the University of Dundee along with a freelance web and software developer – programming mostly in C#, HTML, JavaScript, and CSS. I have been passionate about computing and particularly software development since I was a child and took up my first programming course at age 10. Seeking a summer internship to aid my skills in computing and to be a part of a larger team than I can in my education.

Technical Skills

Programming Languages: C#, C, C++, Python, SQL, HTML, JavaScript, CSS, Bash

Development Tools: Visual Studio Code, Thonny, IDLE, Notepad++, Notepad, MySQL, Command Prompt, Unix Shell, GitHub

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Education

BSc (Hons) Computer Science
University of Dundee, Dundee, Scotland
September 2023 – Present [Expected Graduation: July 2028]

- Multi-Paradigm Programming
- Operating Systems
- Software Engineering
- Modern Web Stack Development
- User Interface Design

GCE Advance Level Mathematics & Computing
Telford College, Wellington, Shropshire, England
September 2021 – June 2023

Work Experience

Kitchen Assistant
Greene King Ltd., Dundee, Scotland – Previously Stafford, England
October 2021 – Present

- Worked in a tight-knit team ensuring the running and cleanliness of a busy kitchen.
- Had to manage my time during the busy hours between cleaning and preparing desserts.
- Provided aid to customers when needed.

Projects

Freelance Project – Website

GitHub Repository | Link to Site

I was commissioned to create a website for someone looking to advertise private tutoring sessions. I wrote in HTML, JavaScript, and CSS – and designed the site using Bootstrap 5. This project required communication between the client and I as the website had to be created to her design specifications – allowing her to draw up a layout and pick styling decisions. The site is currently being maintained via GitHub.

College Project – Video Game

As the majority of my A Level in Computing, I created a stealth video game using Unity and C#, first creating a design document, creating 'programmer art' assets, writing all of the code, and creating a project report with a full development history and testing log. This particular project helped me to develop better organisation and time-management skills, alongside giving me the experience in creating professional design and report documentation.

Transferable Skills

- **Problem Solving:** Debugging code issues while testing.
- **Time Management:** Completing assignments on time while also having a part-time job and managing deadlines for my freelance work.
- **Collaboration:** Several projects during education have required collaboration with other students, as well as my part-time kitchen work requiring team coordination.

Interests

- I like to stay up to date on the tech world and current events therein.
- I often create small game prototypes in my free time – usually in C#.
- I like to play guitar – learning new songs and sightreading when possible.

References available on request.