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EDUCATION

2018 - 2022	Imperial College London • Year 3: First-class honours with 82.2% in Robotics • Year 2: First-class honours with 84% in lab projects and 82% in Software Engineering Design • Year 1: Upper Second class honours with 88% in Mathematical Methods	MEng Computing
2011 - 2018	Westcliff High School for Girls • A Level: A*A*A*A* in Maths, Further Maths, Chemistry, and Physics	Sixth Form

WORK EXPERIENCE

2021	Facebook During a 5 month placement I worked in the Release Engineering team on an individual project. In Python , using Click , I worked on a command line tool that aided engineers debugging. The purpose of this tool was to not be reliant upon internal infrastructure so during outages the tool would still be available to the engineers.	Software Engineer Intern
2020	American Express In a team of 7 we worked on a microservice in MARS (Modern Accounts Receivable Service), implemented in Java using Spring . The microservice was testing using Chaos Engineering , we killed pods and tested that the services continued to work as usual. During my time at AmEx we completed 2 sprints, for one of them I acted as Product Owner within our team. Being Product Owner meant taking on a leader role and monitoring the team's progress and effectiveness. Throughout my sprint as Product Owner I demoed and presented our product to large groups of people.	Software Engineer Summer Intern

PROJECTS

2021	GolfCoach In a group of 6 we developed a mobile app for iPhones that would record the user's golf swing and give feedback based on the analysis. We used Optical Flow to track the movement of the golf club and Apple's ARKit to get a 3D skeleton model. The video would playback pausing at key stages of the swing using the skeleton to recognise those positions and give feedback on the speed of motion and the angle of the joints.	Swift
2020	Unicompere In a group of 4 we developed a webapp for prospective university students to compare universities in both social and academic aspects. The webapp was mainly Python using Django and some HTML , CSS and Javascript . In the webapp the user gets directed to a quiz that asks what is important to them. Universities are then ranked based off of this information, the user is given a shortlist of 5. The webapp was developed through numerous design iterations with multiple stakeholders. In this project we used PostgreSQL for the database and Heroku for deployment.	Python
2020	WACC Compiler A compiler for the simplified language WACC. This compiler was written in Java and is capable of translating WACC into ARM assembly code that can then run, giving the desired output of the program. We expanded the basic compiler to include overloading variables and functions (based on parameters and/or return types). Optimisations include constant evaluation and control flow.	Java, ARM
2019	Pintos During this project we built on legacy code to build an OS that implements a scheduler, system calls and virtual memory.	C
2019	Terminal Squares This game you get points by making squares. I made the game with gameplay options and an option of 2 human players or playing against a custom built AI.	Java
2019	ARM Project An assembler and disassembler in C , writing some assembly code that was then run on our disassembler. Followed by an extension using a Raspberry Pi to make a binary numbers game.	C, ARM

SKILLS & INTERESTS

Programming	Comfortable with Python, Java and C. Some experience with Haskell, C# and Swift. Comfortable with tools such as version control and CI/CD.
Web Based	Comfortable with HTML, CSS and some experience in JavaScript.
Ten-Pin Bowling	Have competed internationally both independently and as part of Team England. In 2018 became double European Champion collecting 2 golds and a silver in the European Youth Championships in Denmark. Acted as team captain in multiple teams during my bowling career.