

Malgorzata Sosnowska

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Objective

I am a student of MSc Computer Science at Birmingham University, expected to graduate in December. I decided to study Computer Science because I like to solve problems and use my creativity. My education mainly focused on Java, I have learnt to design, build and test Java applications. I am a well-organised, punctual, ambitious and self-confident person that likes new challenges. I am not afraid of stepping out of my comfort zone. I am eager to learn new programming languages and development techniques.

Education

UNIVERSITY OF BIRMINGHAM | 2016 – 2017 | MSC COMPUTER SCIENCE | DISTINCTION

- Software Workshop 80%
- Fundamentals: Software Engineering 75%
- Introduction to Human Computer Interaction 76%
- Artificial Intelligence 83%
- Operating Systems and Networks 57%
- Fundamentals: Introduction to Computer Science 68%
- Cryptography 68%
- Fundamentals: Data Structures 60%
- Fundamentals: Databases 77%
- MSc Project 71%

ABERYSTWYTH UNIVERSITY | 2011 - 2015 | BA (HONS.) MATHEMATICS / SPANISH | CLASS 2.1.

- Final-year project: *Enrique Anderson Imbert: cuentos, realismo mágico.* (*Enrique Anderson Imbert: short stories, magical realism.*) - awarded a mark of 71%.

UNIVERSITY OF LAS PALMAS DE GRAN CANARIA, SPAIN | 2013 - 2014 | SPANISH PHILOLOGY AND LITERATURE

- Erasmus Mundus studentship

LICEUM OGOLNOKSZTALCACE NO. 3 IN SUWALKI, POLAND | 2008 - 2011

- Class profile: Mathematics, Physics, Computing
- Polish Matura ('A' level equivalent): Mathematics, English, Polish, Physics, Geography

Projects

MSC PROJECT - EXPLOIT THE OPPONENT BY LEARNING HIS WEAKNESSES IN OTHELLO.

- Mark: 71%
- The project focused on development of an Artificial Intelligence that exploits the opponent by learning his weaknesses in Othello, a competitive two-player game. Monte Carlo Tree Search develops different game tree for each level of the opponent. Instead of applying always the same strategy against every adversary, after estimating their skill level, the algorithm chooses an approach appropriate for that level. The opponent was implemented using minimax algorithm with suitable heuristics.

- The project was developed using Java. Version control: Git.

JAVA SOFTWARE GROUP PROJECT - ONLINE ROULETTE GAME (SOFTWARE WORKSHOP MODULE)

- Mark: 74%
- The design and implementation of a modified online game of roulette with client - server architecture.
- Team of 5 people. The project was developed using Java. Version control: SVN (used with Eclipse).

SOFTWARE ENGINEERING GROUP PROJECT (FUNDAMENTALS: SOFTWARE ENGINEERING MODULE)

- Mark: 85%
- A report describing an implementation for an Online Holidays Booking system (BookMeHolidays) using principles of Software Engineering: system specification, in depth description of the system with UML, component and deployment diagrams, evaluation of these two architectures.
- Team of 4 people. The project was developed using UML.

HCI GROUP PROJECT - TRAVEL WEBSITE THAT SEARCHES FOR FLEXIBLE FLIGHTS AND ASSOCIATED TRANSPORT BETWEEN THE AIRPORTS (INTRODUCTION TO HUMAN COMPUTER INTERACTION MODULE)

- Mark: 75%
- The design of a high-fidelity prototype of a web application that lets users find flights along with train, car and/or coach journeys from their starting location to their desired end destination. This sequence of journey can then be purchased as a single package.
- Team of 5 people.

Skills & Abilities

TECHNICAL SKILLS

- Java (and JUnit testing), SQL, UML - learnt as a part of the MSc course.
- Git and SVN used in the coursework projects.
- HTML5 and CSS3 – ability to build basic websites.

OTHER

- Languages: Polish - native, English - fluent, Spanish – fluent.
- Exceptional organisation and presentation abilities.
- Ability to work individual as well as in team.
- Music School, I was attending flute lessons for 10 years.
- Brass Band – regular participation in national and international festivals.
- Game Development Society - learning to create games using GameMaker and Unity.