# Sam Rowlands

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## **Personal Profile**

Competent and enthusiastic programmer with an excellent understanding of underlying programming concepts, able to learn new languages and tools quickly and with confidence. Comfortable working within a team and independently, thinking logically and creatively.

#### **Education**

#### The University of Liverpool

Master of Science in Computer Science: Predicted Distinction 2014 – 2015

#### **Modules**

Object Oriented Software Development: 91%, Web Programming: 88%, Database and Information Systems: 85%, Research Methods in Computer Science: 74%, Applied Algorithmics: 89%, Advanced Web Technologies: 88%, Computational Intelligence: 76%, Data Mining & Visualisation: 78%.

Software Dissertation Project: "Procedural Content Generation in Video Games". This project has given me experience following the standard development process including the creation of a specification, design document, presentations and reports.

Throughout my degree I have obtained:

- The ability to effectively plan and organise my work to meet concurrent deadlines.
- The ability to effectively summarise my work in the form of reports and presentations.
- Excellent team working, communication, written and verbal interpersonal skills.

Bachelor of Science in Pharmacology with Honours: 2:1 2009 - 2012

#### Holy Family High School & Sixth Form, Liverpool

A-Levels: Maths: A, Biology: A, Chemistry: B, General Studies: A 2007 - 2009

AS-Levels: Physics: A

GCSEs: 9 Subjects (2 A\*, 5 A, 2 B) 2001 - 2007

## **Skills**

- Highly Skilled Languages: C#, Java, Python, SQL, HTML5, CSS.
- Familiar Languages: C++, JavaScript, Perl, PHP.
- Proficient Software: Unity, Visual Studio, Monodevelop, Eclipse, Android Studio, GitHub, Microsoft Office.
- Particularly skilled with the Unity game engine, having successfully completed several video games through its use, viewable on my website - www.samrowlands.co.uk/projects.html.
- Competency with using version control systems for personal and group projects.
- Experience with using agile methodologies.

- Ability to write clean, well maintained and commented code.
- Excellent debugging skills obtained through the completion of personal projects as well as taught through several university modules.
- Excellent problem solving skills obtained through excelling in mathematics qualifications and university modules, in particular software development and algorithmic modules.
- Excellent communication skills obtained through the successful completion of numerous presentations, group projects, seminar days and tutorials whilst at university.

# **Employment History**

### Technology & Project Researcher, Yet2.com, Liverpool

2012 - 2013

Role responsibilities

- Technology scouting, research, acquisition and commercialization for the company's clients in the medical, consumer care and electronic sectors.
- Working with technology providers to review new technology, evaluating value propositions to identify a fit with the company's client's technology needs.

At Yet2.com I gained a real insight into the technology sector, studying and assisting novel and disruptive technologies from early ideas through development to marketing. Whilst at this position I regularly met with clients face to face leaving me confident in my ability to portray myself and my company in a positive and professional manner when meeting new or existing clients.

## Weekend Supervisor, Primark, Liverpool

2008 - Present

Leading a team at Primark has increased my ability to make team based decisions and quickly establish rapport and build excellent relationships with colleagues. Primark is an extremely busy store and as a result I am capable of working effectively under pressure.

#### Volunteer, Aintree University Hospital, Liverpool

2008 - 2009

Volunteering at the hospital improved my self-confidence, self-reliance and my ability to empathise with other people, as well as how to manage difficult people and situations.

# **Personal Interests**

- I am incredibly passionate in developing video games, with a primary interest in programming, but also in all elements of their design, from levels to mechanics and sounds.
- I enjoy playing video games as well as watching e-sports.
- I am active member of a weekly 5-aside football tournament which I co-organise with a close friend, as well as a keen mountain biker and avid reader.