Steffan Drosinos Jones

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SUMMARY

I am currently a third and final year student at the University of Liverpool studying Computer Science seeking work placement in computer programming. My skills are programming and problem solving. I'm a fast learning, self-motivated individual with strong communication skills. My current professional goal is to secure an entry level role in a well-respected company.

SKILLS

- Good knowledge of Java and Python 3
- Good problem solving skills
- Beginner/intermediate knowledge of C, C++, C#, Haskell and Git
- Front end: HTML, CSS and JavaScript
- Back end:
  - Experience with Linux (mainly Ubuntu)
  - Experience with Apache and some experience with Nginx
  - Experience with Flask
- Languages: English, Welsh
- Full UK drivers' licence

EDUCATION

2017– current   BSc. (Hons) Computer Science   University of Liverpool

Relevant Modules:

- Principles of C & Memory Management
- Object-Oriented Programming (Java)
- Advanced Object-Oriented C Languages (C++/C#)
- Computer Networks
- Cyber Security
- Intro to Artificial Intelligence
- Advanced Artificial Intelligence
- Foundations of Computer Science
- Data Structures and Algorithms
- Programming Language Paradigms

I'm currently in my third and final year studying Robotics & Autonomous Systems, Intro to Computational Game Theory, Game Theory and Mechanism Design, Computer Vision, Data Mining and Visualisation as well as doing my final year honours project.

2015 – 2017   A Level   Coleg Meirion Dwyfor

- Computer Science
- Mathematics
- Electronics
- Advanced Welsh Baccalaureate
- Advanced Skills Challenge Certificate (Welsh Baccalaureate)

2010 – 2015   GCSE   Ysgol Botwnnog

- 8 GCSEs, grade A-C including Mathematics and English
- Level 2 Welsh Baccalaureate Intermediate Diploma
- WJEC Level 2 Essential Skills Wales in Application of Number

EXPERIENCE

2015 – 2017   Volunteering   Helper   Code Club

Whilst at college I organised and presented with two fellow college students weekly coding sessions for pupils aged 9-13 at local primary and secondary schools. The main goal of these sessions was to improve problem solving skills for these pupils using the Scratch application. I myself gained valuable experience in leadership, communication, management and teamwork skills.