



Tejas Kerai

Computer Science BSc (Hons) First Class Honours

Bachelor of Science in Computer Science

CONTACT



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IT SKILLS

8 / 10

Java

7 / 10

Python

6 / 10

C++

7 / 10

UML

7 / 10

GIT

EDUCATION

City, University of London

Computer Science, BSc, 1st Class

2017 - 2020

Canons Sixth Form

Economics – B, Mathematics – C and Computer Science – C

2015 - 2017

Canons High School

10 GCSEs grades: A-C including Maths and English

2010 - 2015

ABOUT ME

A highly motivated and enthusiastic individual, very eager to learn new things. Excellent skills in the computer-field, and outstanding in situations where problem solving skills are required.

Computer Science background complimented by strong team working skills. I am passionate in creating programs that make everyday life easier, convenient and seamless. Intrigued by computer science concepts such as data mining, visualisation and applying them to real life situations.

EXPERIENCE/PROJECTS

Find-The-Time (Dissertation)

City, University of London / Final year project / Sept 2019 – May 2020

As part of my University dissertation, I created an Android application which helps arrange activities with friends using their calendar. It links seamlessly with multiple **APIs** such as Microsoft Graph API to log into a Microsoft account, Zomato for restaurant information and uses MBaaS Backendless to manage users of the application. The application was written in **Java**, **XML** and dependencies were managed by **Java Maven**. Created an algorithm which creates a list of days and times each user is available.

- Developed skills in using APIs and connecting external services to the application
- Used Android Studio as an IDE, and used GIT (Version Control) to manage progress and multiple versions
- Achieved **80.1%** for this project

GARITS (Team project)

City, University of London / Team project / Sept 2018 – May 2019

As a group of 6, my team were tasked with creating a system for a garage that would keep records of customers and their vehicles. During the project I was the lead programmer, and created documents describing the existing system and software requirements. I also created use case diagrams using Visual Paradigm, and created 10 key use case specifications.

- Developed essential team working skills, came up with valid ideas and contributed to ensure the teams' success
- Finished the application and was fully ready for the first stage of deployment as a desktop application
- Solidified knowledge in tools and languages such as **Java**, **MySQL**, **Hibernate**, and **UML**



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KEY SKILLS

Initiative

Able to complete work using my own initiative, and work independently if needed. I take action to solve problems without being instructed.

Team work

Able to work as a team and contribute valid ideas to ensure the teams' success. I have been in a number of groups during university projects and have been able to split the work across the team to meet a deadline.

Organizational skills

Gained organizational skills during my time at City University. I managed my time effectively to plan my workload and keep up to date with deadlines during the revision period.

Time management

Able to adapt to tight schedules and environments where there is pressure to deliver a project on time. This has been shown throughout my education when delivering coursework or projects. I prioritize tasks on their importance and deadlines to make sure all project targets are met.

EXPERIENCE / PROJECTS

RoboRun (Game Development)

City, University of London / Programming in Java / Jan 2018 – May 2018

A 2D platformer game similar to Donkey Kong which consists of 3 unique levels.

- Tools and languages used – **Java**, **NetBeans**, **City engine**
- Achieved **80%** for this project
- Obtained a greater understanding of using data structures and algorithms in java

Arup Group

Software Quality Assurance / June 2016 – July 2016

As part of my work experience, I worked with Arup helping developers debug parts of their Moodle website and developed an add-on that allows users to add images to the site.

- Gained knowledge in using **HTML** and **CSS** to style interface with bootstrap
- Acquired knowledge in working in a professional environment, gaining organizational and time management skills when meeting deadlines

Space Runner (Game Development)

Canons Sixth Form / Sept 2016 – Feb 2017

Developed a game written in **Python** similar to flappy bird during my A – Level Computing coursework.

- This project gave me an early insight of the importance of documentation and justifying programming techniques used
- Gained problem solving skills when encountering difficult programming problems

INTERESTS AND HOBBIES

- Take part in a Badminton club at the Swaminarayan Temple. I socialize and play competitive games every Thursday.
- Play for the Swaminarayan Cricket Club, I practice weekly during summer.
- I like to teach, I have taught year 11 students Maths alongside the teacher to help them attain their best possible grade. I helped them understand difficult concepts that most students struggle with.
- Play as a snare drummer as part of the Shree Muktajeevan Swamibapa Pipe Band.
- Performed in front of Queen Elizabeth II at her Diamond Jubilee by playing the cello with fellow students.

REFERENCES

Available on Request