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EDUCATION

University of Oxford   **2018 - 2022**
MMathCompSci – Mathematics and Computer Science
1st Year Results: 66.45% (Pass)
Modules include: Analysis, Linear Algebra, Probability, Statistics, Algorithms and Data Structures, Imperative Programming

The Cooper's Company and Coborn Sixth Form, Upminster, Essex   **2016 – 2018**
A Levels: Mathematics – A*, Further Mathematics – A*, Computer Science– A, Geography – A

The Palmer Catholic Academy, Seven Kings, Essex   **2011 – 2016**
GCSEs and IGCSEs (including Mathematics, English Language and Computing): 9A*'s, 2A's

WORK EXPERIENCE

Power Platform Innovation Consultant, Hable, London   **May 2020 – Aug 2020**
- Built and pitched a process model of how to capture requirements for a potential application and present the devised solution
- Tested the model with 6 clients simultaneously, by holding interviews and running workshops to learn about their needs, then designing and building bespoke solutions using Microsoft's Power Platform
- Provided a detailed debrief of all the lessons learnt in the process, along with my risk assessment of potential downfalls
- Wrote a series of customer impact stories for the apps, building the company's credibility as a Power Platform Developer
- Won the annual Hable 'Be Brave' award for producing 70 live events with an overall consumer rating of 4.62 out of 5

Spring Intern – Engineering Division, Goldman Sachs   **May 2020**
- Researched and gave a presentation on the benefits and risks of cloud computing in the financial services

Software Development Intern, Hable, London   **July-Sept 2019**
- Elicited the requirements for, designed, built, and launched an app to help Office 365 trainers and floor walkers to efficiently gather anecdotes, suggestions and problems found when working in client offices
- Designed test plans and tested several apps, both manually and through an automated test suite, revealing around 30 hidden bugs

Game/Challenge Development Intern, AI Gaming, Oxfordshire   **Mar 2019**
- Designed an efficient yet comprehensive data structure to allow a bot to access the data needed to play Monopoly
- Wrote a suite of functions in Python to initialise, process a move in and find the game state of a game of Monopoly, to be played by user-coded bots, with a visualiser to allow users to understand how their bot was performing

PERSONAL PROJECTS

Technical Skills: Python (intermediate), Java (intermediate), JavaScript (beginner), React.js (beginner), Git (beginner),

Android Apps
Implemented a series of games in Java using Android Studio including:
- A drag and drop game challenging the player to separate out two words of the same length whose letters have been scrambled
- An anagram unscrambling game with a twist of allowing one extra letter, providing all possible solutions after giving up

Machine Learning and Data Visualisations
- **House Price Prediction** – Created several models to predict house prices from a variety of metrics and assessed their performance by charting their accuracy. The strongest model placed in the top 1% when submitted to a Kaggle Competition
- **Computer Vision** – Utilised the TensorFlow library to create a model to identify clothing items from low resolution images and another model to identify an image's orientation

Web Development
- **Personal website** – Developed my own introductory website with trail- and spring-based animations using react-spring
- **Tic Tac Toe –** implemented the game with an interactive history log, allowing user to go back and overwrite their moves

PC Games: Hangman
- Implemented the game using the Model-View-Controller design pattern, building console-, GUI-, and bot-based interfaces
- Constructed a computer-solver for the game which guessed the word correctly 97% of the time with only 8 guesses

ROLES OF RESPONSIBILITY

Treasurer for the Oxford Females in Engineering, Science, and Technology Society   **May 2019 – May 2020**
- Set termly budgets to monitor cash flow, helping the society to make a £8,500 profit, the highest return in recent history
- Handled large transactions of up to £8000 and the associated accounting for them, creating and organising the needed paperwork in order to keep track of the progress of several payments at a time
- Collaborated with the sponsorship officers to settle disputes with clients, releasing thousands of pounds of overdue payments

McKinsey & Company Leadership Academy Alumni Coach, Berkshire   **July 2019**
- Mentored a group of 7-10 students through a series of activities, offering guidance and direction where needed to ensure the group worked together efficiently towards their goals, leading them to become the winning team out of the 100 participants

EXTRA CURRICULAR ACTIVITIES

- **Outreach** – An ambassador for the university, the Mathematical Institute, and the Computer Science department, as well as a session facilitator and mentor on the Target Oxbridge programme run by Rare Recruitment
- **Zumba** – Training to become a Zumba instructor to take over the Somerville College Zumba society