

# Peter David Stuart

Computer Science Graduate

## PROFILE

Recently graduated computer science student looking to utilise university-learned skills in the field of software development. Listed below are the key skills I possess, and the academic projects that have allowed these crucial skills to be obtained. If you would like to see these projects more in depth as well as a wide array of other academic endeavours then please take a look at my portfolio: [tripledots29.github.io](https://tripledots29.github.io)

## CONTACT

### Mobile

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### Email

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### Portfolio

[tripledots29.github.io](https://tripledots29.github.io)

### LinkedIn

[linkedin.com/in/peter-stuart29](https://linkedin.com/in/peter-stuart29)

## EDUCATION

2018 - 2022

### Computer Science with Games Development

*First Class Honours*

Northumbria University

## KEY SKILLS

- Microsoft Office
- Problem Solving
- Mathematics
- Teamwork
- Code Language Adaptability

## EXTRACURRICULAR

January 2022

### Global Game Jam

February 2022

### Get Into Cobalt - Employability Programme

## SOFTWARE DEVELOPMENT EXPERIENCE

### Live Website

Languages used: HTML, CSS, PHP, JavaScript, SQL and AJAX

Grade: First

- The website's HTML and CSS skeleton allow the JavaScript functions and SQL fetches to be displayed clearly and precisely
- PHP has been used to create a login system where admin users can send SQL update statements into a set table of data
- AJAX has been used to fetch JSON data and broadcast offers to the homepage intermittently

### Mobile Application

Languages used: React Native and SQL

Grade: First

- My first delve into mobile development involved working in a team to create a native application for a real-world client
- An agile methodology was selected as the client was updated weekly on progress and feedback given was the key focus of the week's work
- The client noted the code's ability to be taken further by herself in future

### 2D Game

Languages used: C++

Grade: 2:1

- A 2D game was created using a bespoke engine that made use of a flat hierarchy and therefore the benefits of abstraction and polymorphism
- The engine had the following core features: game loop, object manager, level manager, sound engine and a collision system
- Creating the engine allowed for a much more detailed look at software architecture and highlighted the importance of coupling and cohesion

## ADDITIONAL WORK EXPERIENCE

### O2 Academy Music Group - Bar Supervisor

September 2021 - Present

- After being promoted within a year, I have gained vital experience in communication and leadership whilst managing a team of staff at one of the city's largest music venues