# **Peter David Stuart**

Computer Science Graduate

#### **PROFILE**

Recently graduated computer science student looking to utilise university-learnt 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

#### **CONTACT**

# Mobile

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## Email

peter.d.stuart@gmail.com

#### Portfolio

tripledots29.github.io

#### LinkedIn

linkedin.com/in/peter-stuart29

#### **EDUCATION**

2018 - 2022

# Computer Science with Games Development

First Class Honours
Northumbria University

#### **KFY 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 SOL update statements into a set table of data
- AJAX has been used to fetch JSON data and broadcast offers to the homescreen 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 next week's meeting
- 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
- The engine in particular allowed for a much more detailed overview software architecture and the importance of coupling and cohesion

#### ADDITIONAL WORK EXPERIENCE

## **O2 Academy Music Group - Bar Staff**

September 2021 - Present

 I have gained valuable numeracy and social skills by working as a core member in a work force dedicated to serving some of the biggest gigs in the North East