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## EDUCATION

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### King's College London                                            Sept. 2021 - May 2024

*London, UK*

- Currently studying for the second year of the BCs (Hons) Computer Science with an expected graduation of May 2024.
- Averaged 71.5% in year one and 72% in year two – on track for a First-Class Hons Degree.

### King's School in Macclesfield                                            2007 - 2021

*Macclesfield, Cheshire, UK*

- 11 GSCEs - 3x9s (Computer Science, Biology, German); 4x8s (Maths, Physics, Chemistry); 3x7s
- 3 A-Levels - Computer Science (A*), Mathematics (A), German (A)
- Extended Project Qualification (B) - How influential will quantum computers be in the development of a new cure for Alzheimer's Disease?

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## PROJECTS

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### Greggor Financial Companion                                            January - March 2023

A Django/Python-based website made to allow for users to track income and expenditure using gamification to encourage users to stick to their goals.

- Partook in an 8-person website development project using Django, Python, JavaScript, SQLite, and HTML.
- Developed the front- and backend of the system which allows the user to login into their own account and protect their data.
- Incorporated package APIs to allow to up-to-date conversions between currencies.
- Developed the gamification elements of the system such as adding a fun, interactive mascot to encourage users to stay within targets and user groups to allow for friendly competition to encourage meeting targets.
- Helped managed a database using SQLite to manage users and store data about transactions.
- Used Git and GitHub to employ automated testing protections on master and peer code approval and reviews to maintain code quality and ensure functionality.
- Link to website: greggorfinancialcompanion.pythonanywhere.com/
- Received a personal mark of 93% for the project based on a group grade of 92%.

### Footy Rush                                            Sept. 2019 – Feb. 2022

A self-developed mobile game written using C# and Unity launched on the iOS App Store.

- Single-handedly designed, launched, and coded a mobile game in the Unity Engine using C#.
- Developed the basic game for the PC as part of my A-Level coursework.
- Wrote extensive documentation and used an agile method of development.
- Fully developed the game in my own time to be launched on the iOS App Store.
- Self taught C# using documentation and various internet resources.

### AirBnB Emulator                                            March 2022

A Java program made to emulate an online lodging marketplace, such as AirBnB.

- Led and managed a completed Java program as part of a group of four.
- Optimised the program to be able to be able to import and handle tens of thousands of records without any detrimental effect on the front end.
- Gained a stronger understanding of GitHub and its collaborative programming features such as branching and making use of the issues board to record problems.

### Savannah Simulation                                            February 2022

A Java simulation of a simple Savannah containing a variety of organisms and environmental factors

- Programmed a simplified simulation of a Savannah in Java using many factors such as different types of animals, the availability and growth of plants, and weather simulation.
- Completed the task as part of a pair where we divided decomposed problems into smaller tasks and collaboratively solved problems.
- Engaged in various methods of collaborative programming such as pair programming and using local repositories, such as GitHub.
- Optimised the program to run faster and allow for larger and more extensive simulations.

**SnailRail**                                                      **November 2022**

A simple HTML website which utilised a TfL API to show crowding at a selected London Station at different hours throughout a selected day.

- Used AJAX and JavaScript to take input data from the user and retrieve the appropriate data from the API.

**Barclay's Tech Innovation Challenge**                            **December 2019**

*Knutsford, Cheshire, UK*

- Winners of the intra-school competition and became representatives for the school in the finals.
- Collaborated in a small team to brainstorm and present the overcoming of current issues at Barclay's such as financial literacy and environmental impact.
- Presented our solutions in front of a panel of judges from Barclays as well as the other representatives from other schools.

## SKILLS & QUALIFICATIONS

**Programming**

- Knowledge and experience of a variety of programming languages in several paradigms such as Java, C#, C++, Python, JavaScript, and Scala with markup languages such as HTML and XML.
- Learnt Java, C++, and Scala and further studied Python during my time at University as part of individual and group projects.

**Group Programming Projects**

- Experience participating in and leading group programming projects.
- Knowledge and experience using local repositories, such as GitHub, to code and organise projects.

**Report Writing**

- Experience writing extensive documentation on the development process and on the software.

## ACHIEVEMENTS & OTHER POSITIONS OF RESPONSIBILITY

**Hockey 2nd XI Captain**                                          **Sept. 2022 - March 2023**

*I was the captain of the King's College London Men's Hockey 2nd XI Captain for the 2022/23 hockey season. In this role, I organised and led the team including setting and changing tactics as well as leading team talks.*

Key Points

- Organising fixtures, umpires, and teams during the 2022/23 season.
- Helping plan and co-lead regular training sessions on Mondays and occasionally on Wednesdays.
- Creating, conveying, and changing tactics throughout the game and the season.

## WORK EXPERIENCE & VOLUNTEERING

**Barista/Waiter**                                                 **2021 - 2022**

*Galley Coffee Shop, Rudyard, Staffordshire, UK*

I work part-time at a local coffee shop in a wide range of roles due to the small size of the business. This including washing-up, being a waiter, and being a barista.

- Collaborated with colleagues in a fast-paced environment to deliver great service to the customer.
- Experience in customer service with people from different backgrounds.

**Dinghy Instructor**                                              **2018 - Present**

*Rudyard Lake Sailing Club, Rudyard, Staffordshire, UK*

I have been volunteering for my local sailing club in the position of a sailing instructor.

- Over 100 hours of volunteering experience as a Dinghy Instructor.
- Planned, supported, and led a variety of sailing and sailing theory lessons.
- Experience teaching and working with a wide range of age groups and abilities from novice children to experienced adults.
- Worked with other local groups to provide experiences or training for a variety of different causes, including working with a local charity who help those with learning difficulties.
- The position often requires lots of agile adaption of plans due to the unpredictable nature of the weather.