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Main Skills

Python / **Javascript** / **React** / **Java** / **Lua** / **SQL** / **Github** / **Docker** / **Figma** / **UX/UI**

Experience

Full-Stack Developer @FODMobilityUK (July-August 2023)

This was part of a 5 week summer internship where I took on the role of a full-stack developer for the main product.
I worked in a team of 7, where I **played a significant role in achieving a majority of sprint points**. This team included another intern that I **took up a mentorship role** for.

- Creating for and maintaining a **PHP** app backend.
- Optimizing database queries (increased query speed by up to **10x**).
- Designing for, creating for and maintaining a **React/Typescript** app front-end.
- Writing documentation for API end-points. (Which led to discovering and reporting exploitable code).
- Sprint planning and agile development where I influenced planning and story point allocation.
- Taking on a **mentorship role** for another intern.

Freelance Web Development / Design (2020-2023)

- Designed and built both static websites and single page applications for small to medium clients.
- Primarily applied **React, Python, PHP** and **TailwindCSS** as the tech stack, and tools like **Docker**, **Figma** and **Github**.
- This involved working closely with other developers/designers.
- Collaborating with clients to articulate desires, requirements, and business objectives.

Freelance Game Scripting / Modding @Gmodstore (2017-2022)

Gmodstore is a leading online marketplace for the game Garry's Mod where developers can sell custom assets and extensions.

- Created and maintained **five addons** from scratch and provided support for over **1800 clients** of those products.
- Wrote **efficient, robust and secure code** as these scripts were running on large game servers.
- Often involved **unique problem solving** due to limitations of the engine/framework.

This served as an initial exposure into a spectrum of both back-end and front-end programming concepts. Due to its community-driven nature, it provided a fun and useful learning opportunity.

Education

Computer Science (With AI) @University Of Leeds (2021 - Present)

Second year
- Average of 2:1.
- Contributed to the development of a linguistics research tool for the Russian and Slavonic Studies Department.
- Developed and directed a sentiment/threat analysis tool for social media, graphing connections between users.
- Created a live error logging app using Flask.
- Created a simple web socket server in Java.

Notable Modules:

Artificial Intelligence	**72**	User Interfaces (C++)	**69**
Networks (Java)	**70**	Software Engineering Project	**66**

First Year
- Average of a First.
- Solidified my experience in C, Java and Python.
- Explored fundamental mathematical principles.

Notable Modules:

Procedural Programming (C)	**96**	Programming for the Web (Python)	**94**
Object Oriented (Java)	**86**	Discrete Mathematics	**74**

A Levels @Beckfoot (2019-2020)
- Built a neural network that predicts XOR output.
- Investigated and implemented two methods of displaying 3D graphics.
- Built a genetic algorithm that learns how to play the game 'Flappy Bird'

Grades:

Computer Science **A***   Mathematics **A**   Business Studies **A**.