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Luc Sanders

Aston University Computer Science Graduate

Personal Statement

I am a reliable, mature person who takes pleasure in work achievements and learning. I have recently graduated with a 2:1 in Computer Science from Aston University. I have strong IT and technical skills as well as being able to communicate effectively within teams. Alongside my educational experiences, I have also had the opportunity to complete work for the Discover Digital project in May-July 2022, which aimed to support digitally excluded individuals within Stoke-on-Trent. I was involved with designing a relational database for storing project data, inputting data into this structure, and supporting the extraction of data via queries with MS SQL.

Interests

My interest in computer science for a career can be connected to my childhood interest in computer games and experimenting with modding. In my spare time I have also experimented with GameMaker to create my first gaming experience. In my spare time, I enjoy playing badminton and walking. As my mother is French, I have a strong connection to her birthplace and enjoy spending time on holiday in Paris and the south of France. I also have a keen personal interest in global history and politics.

Personal Details and Contact

Personal Website Contact Form:
https://lucsanders.co.uk/index.php/about/contact

Skills

IT and Technical Skills

- ☆ Proficient user of all Office Applications, including Word, Access, Outlook, Excel, and PowerPoint.
- ☆ Experienced user of Python. In my degree Project I created a drone swarm simulation which would search for survivors in a disaster scenario and then guide them back to safety. My A-level project used Python to create a 2-player videogame. This included a high score system where data was written and stored within a MySQL database, as well as being displayed within the game.
- ☆ Ability to create database structures within MySQL via SQL statements and MySQL client software; querying of data structures via SQL to extract datasets for use in applications.
- ☆ Experience of using phpMyAdmin for creating and administering databases.
- ☆ Knowledge of HTML and CSS to style content.
- ☆ Learnt Java from my time at Aston University.
- ☆ Proficiency in C# which I used to program a rogue-like Unity game for my Game Development module which I got a 1st for.
- ☆ Knowledge of modular OOP techniques for writing concise and reusable code.
- ☆ An understanding of Blender to create 3D models for my Computer Animation module which I got a 1st for.
- ☆ Understanding of Windows and Linux operating systems, including command line and terminal use.
- ☆ Please see education section for further information on module learning development in relation to my degree course.
- ☆ Experience with GitHub.
- ☆ Familiarity with a range of coding environments such as Visual Studio, Unity, Godot, Python IDE, and Eclipse IDE. I am also quick to learn new environments.
- ☆ Learnt project methodologies like Waterfall, Agile, Scrum, and Kanban at Aston University.

Creativity and Problem Solving

- ☆ Able to analytically reason and critically think about coding, using different IDEs and techniques in computing.
- ☆ Mathematical problem solving for coding within project work.
- ☆ Creatively solve problems in coding, to complete A-level project work and degree coursework. Whilst working on my A-level project, we had no specialist computer science teacher. This meant that I had to independently learn how to use pygame and diagnose problems without support.
- ☆ Designed and implemented white and black box testing for project work.

Final Year Aston University Coursework

Individual Project

This module was my final year project where I had to choose a topic of research for my coursework. I decided to look at swarm AI in disaster scenarios. To analyse how effective different swarm AI patterns are at saving survivors, I created a flooded town simulation. This was to record the effectiveness of the swarm AI I created for my report. In the end I earned a 2:1 for this module.

Game Development

For this module I shown how to use Unity in 3D and then apply what I learnt to my coursework. The video game I created was a 3D rogue like with magic guns which earned me a 1st for the module.

Computer Animation

Finally, in this module I learnt to model and animate in blender so this could then be applied to the coursework with the theme of future. I chose to create a futuristic shooting range where a person walked in and then tried to shoot as much targets as they could with a laser gun. I also earned a 1st for this module.

Links

You can find links associated with me below.
GitHub:
https://github.com/Mexican-Toast

Website (work in progress):
https://lucsanders.co.uk/

- ☆ Developed independent research capacities to solve problems during COVID lockdown periods to progress own study.

Teamworking and Communication

- ☆ Experience with group presentations and working with others to complete teamwork tasks.
- ☆ Good written communication skills, which has included writing a journal article for a degree level assessment.
- ☆ Worked within a team of three in relation to Discover Digital, to ensure that work met project evaluation requirements.
- ☆ Entirely comfortable with online teamwork and communication.

Organisation and Time Management

- ☆ Good punctuality and ability to manage time on multiple tasks effectively and meet deadlines consistently.
- ☆ Acted as a team leader for group coursework submission in business aspects of computing degree module. This involved organising meetings, setting goals, and establishing deadlines for timely completion.

Education

Degree • FINISHED • Aston University, Birmingham
Single Honours – Computer Science BSc – 2:1 Grade

Modules Taken

- ☆ Computer Systems
- ☆ Internet Applications and Database Design
- ☆ Mathematics for Computing Professionals
- ☆ Object Oriented Programming
- ☆ Business Aspects of Computing
- ☆ Human Computer Interaction
- ☆ Programming Language Concepts
- ☆ Individual Project
- ☆ Software Project Management
- ☆ Game Development
- ☆ Professional and Social Aspects of Computing
- ☆ Software Engineering
- ☆ Data Structures and Algorithms in Java
- ☆ Artificial Intelligence
- ☆ Team Project
- ☆ Information Security
- ☆ Enterprise Computing Strategies
- ☆ Techniques for Data Analysis
- ☆ Computational Intelligence

A-Level • Aug 2021 • Smestow School, Wolverhampton

- ☆ Maths – B
- ☆ Computer Science – B
- ☆ Physics – C

GCSE • Aug 2019 • Smestow School, Wolverhampton

- ☆ 9 GCSEs, including Maths, Computer Science, and English Language