

Thomas Gregg

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Personal Statement

I am an aspiring Software Engineer studying Computer Science at university, with valuable experience building websites for commercial purposes. I'm excited to explore mobile app development, combining my web skills with new technologies to create innovative cross-platform applications. My passion for Software Engineering stems from the freedom to create programs at will and the ability to turn theory into practice to solve everyday problems.

Education

University of Staffordshire

Sep 2023 – May 2027

Computer Science BSc (Predicted First)

First Year:

Sep 2023 – May 2024

- Software Development (Achieved 91%) – *Programmed a Taxi Management system in C# based on requirements of 100 test cases*
- Website Development (Achieved 82.2%) – *Developed a CV website using JavaScript, HTML, and CSS*
- Networking and Cyber Security (Achieved 83%) – *Created a network simulation for a medium-sized business with 2 locations in Packet Tracer*
- Digital Technologies (Achieved 82%) – *Presented a Mock Cloud Solution for a school and furthered my knowledge of Calculus*

Second Year:

Sep 2024 – Present

- Mobile App Development – *Designed a mobile app using Figma and created two mobile apps using Flutter and Kotlin*
- Server-side programming – *Developed applications using PHP, WordPress, Laravel, and Node with Express.js containing appropriate storage capabilities and Geolocation through an API*
- Commercial Computing – *Collaborated with other specialists to develop and present a computer-based solution for a given business scenario*
- Databases and Data Structures – *Using SQL created a database artefact which is supported by a management style report*

Peter Symonds College

Sep 2021 – June 2023

Mathematics (B), Computer Science (B), Business (B)

Test Valley Community School

Sep 2016 – June 2021

9 GCSE's grades 8-5 including 7s in English, Mathematics, and Computer Science

Experience

CTRL Esports Ltd

Website Developer

June 2024 – Present

- Led a small team to produce and launch CTRL Esports Ltd new website.
- Introduced Vercel analytics as well as Speed Insights to provide data about user interaction
- More than doubled website traffic assessed based on Vercel analytics by improving SEO (Search Engine Optimisation)
- Decreased LCP from 14 to 1.09 as measured by Lighthouse and Vercel analytics, by compressing and resizing images.
- Continued maintenance and ongoing development of new features and site enhancements.
- Utilised Git, React, Next.js, Tailwind, and HTML as well as libraries like 'shadcn' to build the User Interface
- Integrated discord webhooks to allow forms to be sent to management's preferred platform
- Furthered my communication skills by regularly conferring with the client to deliver a product that matches their vision

Starbucks

Barista

Nov 2021 – Aug 2024

- Serving the public with beverages, food and snacks in line with Starbucks health and safety protocols
- Providing high levels of customer service in keeping with Starbucks brand expectations
- Consistently achieving and exceeding Starbucks sales targets

- Contributed to breaking store sales records on several occasions
- Persevered under high-pressure situations using strong teamwork and problem solving to meet deadlines

Skills

Technological Skills:

- Software: Word, Excel, Git, PowerPoint, Postman
- Experience with C#, Python, JavaScript, SQL, Tailwind, TypeScript, HTML, CSS, Linux, Dart and JSON

Employability Skills:

- Teamwork – Developed a project alongside other professionals sharing the workload and communicating effectively
- Customer service and dispute resolution - Resolved complaints efficiently, ensuring a positive experience at Starbucks
- Problem solving and adaptability - Navigated and resolved clients' requirements in diverse projects

Full & Clean UK Driving Licence

Leadership & Activities

Peter Symonds College Robotics Team

Sep 2022 – May 2023

- Attended and participated in group meetings
- Collaborated to design and build a robot with object recognition
- Developed alongside other programmers using Python and the 'sr-robot3' library to detect, pick up, and transport cans to a designated zone

Peter Symonds Volleyball Team

Sep 2021 – May 2022

- Recognised as the most valuable player in the final match of the year
- Worked closely with teammates to develop strategies and improve team performance
- Balanced academic commitments with a demanding training and match schedule

Computer Science Course Representative

Sep 2024 – Present

- Handled student queries and addressed them at representative meetings
- Highlighted potential problems within the course to lecturers

Interests

- Volunteering with support work for local Night Shelter
- Indie Video Games
- Volleyball, Basketball, Badminton, Swimming, Surfing
- Travelling and experiencing different cultures.

References available on request