

Joshua Severn

Profile

Results-driven Computer Science graduate, with a good track record of meeting project deadlines and specifications; meeting challenges face-on.

Works well independently or in a group, both as a leader or team member. Has a passion for software development and engaging user experiences.


Proficient in Vue.js, JavaScript, Python, C# and Java.

Has worked with Unity for game development, keen to learn other engines.


Currently learning new and honing existing skills, such as GDScript and Godot, and WordPress for web development.


Am also taking on work projects to help my family business in eBooks publishing and web development.

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References

Professor Leslie Carr
Project Supervisor
University of Southampton
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Mr. Yew Chung Low
Regional VP, Quality EMEA
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Education

University of Southampton

 SEP 2021 – JUL 2024

BSc Computer Science, Honours 2:1

Cloud Development (Final Year Project, Grade A)

- GitHub project analysis dashboard, for researching software ecology of GitHub projects.
- Extensive software project for most of 3rd Year, created entirely solo with supervisor acting as receiving client.
- Front-end created using Vue.js, JavaScript and Bootstrap5 for styling.
- Backend connecting to GitHub API for retrieving data.
- Deployed using GitHub Pages.

Game Development (Grade A)

- Designed and developed games to teach users mechanics, and to present engaging narratives.
- Pair programming project using GitHub version control and Unity.
- Projects are available to view on itch.io (see contact details).

Cyber Security (Grade A)

- Created a professional technical report on multiple cyberattack case studies.
- Recognising several common cyberattack approaches, including social engineering and denial of service.

Distributed Systems (2nd Year Group Project, Grade A)

- Designed and produced software to manage aircraft landing calculations.
- Main role in team was to ensure accurate calculations, given its high importance.
- Program created with Java and JavaFX, for a lightweight and responsive tool for air traffic control crew.
- Following SCRUM patterns to meet project deadline with quality product.

UTC Oxfordshire



SEP 2019 – JUL 2021

Mathematics (A*), Further Maths (A*), Physics (B), Extended Project (A*)

Extended Project Video Essay

- Informational and entertaining video evaluating the height of the “violent video games” debate from 2020-21.
- Created using DaVinci Resolve 17
- Professionally applied project management and planning skills.

Employer Led Projects

- Weekly challenges collaborating with various local engineering and science businesses
- Work experience prizes for winners to visit companies

Below are some of the projects of which won awards:

- Network Rail
 - Designing and presenting a device to help keep rails clean from leaves.
 - Modelled in CAD an unmanned cleaning device for scrubbing rails.
- BMW Mini
 - Presenting an informational and entertaining video on electric cars.
 - Created with DaVinci Resolve like with Extended Project.
 - Main project leader, managing team progress and ensuring meeting deadlines.
- CCFE
 - Creating an interactive quiz for a group of visiting students about fusion energy.
 - Coded in Unity, with simple “Flash-game” style for younger students.
 - Producing an assisting brochure to teach students.



Experience



Oxehealth

NOV 2019 – MAR 2020

Software QA, Work Experience

- Working with a large team to perform tests on patient monitoring systems.
- Engaged with company discussions and meets with UI designers to help create an ergonomic and intuitive app interface.
- Frequent discussions and testing of patient monitoring app.



Personal Tutor

MAY 2019 – JAN 2024

- GCSE and A Level Maths, Physics and Computer Science.
- Very positive feedback from parents and students. Students made marked improvement and achieved excellent results.



Skills



Technical

- User Interface Design
- Cyber Security
- Full Stack Programming
- Game Design and Development
- Object-Oriented Programming
- Linux and Windows Systems



Languages and Technologies

- JavaScript, HTML and CSS
- Vue.js
- Python (Azure Backend)
- C# (Unity)
- Cloud applications (Azure, Google App Engine)
- GDScript (Godot)
- WordPress



Awards

Lord Baker Award for Technical Education Dec 2021

- For consistent successes in my employer led projects and A Levels, award presented at the House of Lords.

Oxfordshire High Sheriff Young Engineer Award Jan 2019

- For GCSE Product Design NEA
- Designing and creating an LED light reader to assist the visually impaired

CyberFirst Advanced SQCF Level 6 Jan 2020

- Scavenger hunt exercise practicing using cryptography and breaching techniques



Team

- Collaboration Tools (Teams, Miro, Google Docs)
- Microsoft Office Skills (Word, Excel, Teams, PowerPoint)
- SCRUM and Agile Development
- Communication (Email, Video Calls, In-Person)
- Confident Team Leader
- Proactive Team Member