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Will Wright

Highly motivated and creative Software Developer with a passion for communication. Proficient in agile mindset and Agile Methodologies, experienced at working collaboratively within a project team.

Education

Computer Science BSc (Hons)

University of Nottingham | Sep 2023 - Present

Year 1:

- Breadth of modules including group project Software Engineering experience (Git), Artificial Intelligence, Programming Paradigms (OOP, Functional Programming), Databases, User Interfaces, Assembly Language, Networking, Programming and Algorithms and Computer Architecture.

Year 2:

- Year long group project for an external company, following industry standard techniques and software workflows (Agile and Jira for sprint planning).
- Breadth of modules including Human Computer Interaction, Cyber Physical Systems, Operating Systems and Concurrency, Developing Maintainable Systems and Formal Reasoning
- Computer Science Mentor Scheme: Mentored a group of 15 students, providing a point of support during their first year of study and participated in workshops ranging from mental health outreach to C programming exercises

A Levels

Sutton Coldfield Grammar School for Girls | Sep 2021 - June 2023

- Computer Science, A
- Media Studies, A
- English Literature, B
- Film Club President: Curated films, took feedback from club members and ran workshops teaching film theory, shot composition and media analysis

Skills

Soft Skills: Problem solving (5 Why), leadership, communication, teamwork, agile mindset

Development Methodologies: Scrum (Agile), Waterfall, Test Driven Development

Languages: Python, Java, HTML/CSS, JavaScript, SQL, C, C++, ARM32, GDScript

Libraries: JUnit, Mockito, Pandas, Numpy, Sympy, Matplotlib, Pygame, Perspective

Software: Jira, MS Teams, VSCode, IntelliJ, CLion, Eclipse, Blender, Godot

OS: Windows, macOS, Linux (Ubuntu)

Experience

Software Engineering Group Project for External Company *Sept 2024 - Present*

- Worked in a team of 8 people in a full-lifecycle project to deliver an IoT solution for the energy industry, planned to go live in May 2025
- Cloud data science (Azure, Terraform, Python, React) run using SCRUM methodology, delivering a complex web app to manipulate large data sets
- Participated in daily stand ups (DSUs) and Agile ceremonies, using Jira for sprint planning to structure high levels of communication in the team
- Extracted project Requirements and Specifications from a brief and met with industry supervisors weekly, writing User Stories for scrum development
- Defined Unit Tests for React components and Terraform IaC using Jest and Terratest

Logic Poker - HackSussex 2025 *October 2024*

- Wrote a 3D card game used to teach the basics of formal reasoning and the Lean 3 proof assistant
- Modelled, textured and animated character models

Breathalyser - HackNotts 2024 *October 2024*

- Built a breathalyser using an alcohol sensor and WiFi enabled microcontroller
- Wrote C++ to detect when alcohol levels were optimal to meet the Ballmer Peak
- Connected LEDs, microcontroller, and alcohol sensor via breadboards

Horror Game - Royal Hackaway 2024 *January 2024*

- Selected to be Team Leader to build a game clone using the Python Pygame library
- Developed User Interface and Artificial Intelligence movement systems while directing my teammates in creating sound systems and game states
- Mentored unfamiliar teammates on how to use Python

Digital Work Experience - JP Morgan Chase *July 2022*

- Spent a week in the banking sector, learning to visualise real-time stock market data using an open source library

Extracurriculars

BandSoc *Summer 2024 - Present*

- Playing electric guitar, tambourine, and singing in a band
- Consistently attended weekly practice sessions

Illustration *2016 - Present*

- Self-taught digital illustration and painting