

# Rowan Powell

MEng Computer Science

## Contact

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## Programming

Java  
C#  
AS3  
Scheme

## IDE experience

Unity  
Android Studio  
Eclipse  
Visual Studio  
Adobe Flash  
Gambit  
WrackED

## languages

English  
Basic Spanish  
Basic Korean

## About me

I am a highly self-motivated computer science student studying at Southampton University, with experience working independently and as part of an effective team on a wide variety of professional and independent projects. I am exceptionally quick at picking up new skills to round out any team.

I am looking for work across the summer and I believe my experience and strong work ethic will make me very worthwhile to take on board as part of your team, as I bring many key skills to the table.

## Education

|            |  |                        |
|------------|--|------------------------|
| Since 2014 | <b>MEng Computer Science with Artificial Intelligence</b><br>1st in year one | Southampton University |
| 2012-2014  | <b>A Level Mathematics</b><br>A  | Itchen College         |
| 2012-2014  | <b>BTEC Computing</b><br>Distinction *                                       | Itchen College         |
| 2012-2014  | <b>A Level Physics</b><br>A  | Itchen College         |
| 2012-2014  | <b>A Level Psychology</b><br>A   | Itchen College         |

## Experience

|           |   |   |
|-----------|---|---|
| 2015-2016 | <b>Innovative software research</b><br><i>Development of software for the protection of young people with Portsmouth University</i> | Research Assistant  |
| 2014+     | <b>LittleWarGame Community Manager</b><br>Interfacing with the community on behalf of the development team                          | <a href="http://littlewargame.com/play/">http://littlewargame.com/play/</a> |
| 2015      | <b>Snowflake Code Competition</b><br><i>Developing analytics of weather for a set of flight plans obtained via SQL</i>              | Competition   |
| 2014-2015 | <b>Barnardos Charity Retail Store</b><br><i>Shop floor worker</i>   | Volunteer job.  |
| 2011      | <b>VR Lab and teaching assistant</b><br><i>VR Lab assistant and teaching Fidget device applications</i>                             | Work placement  |

## Applications

A small sample of my many successful projects.

- 2015-2016 **SafeSearch application**  
A Java application intended to filter and redirect web searches to protect vulnerable people
- 2015-2016 **Axe of Kings**  
Mobile roguelike built with Unity
- 2015 **Comic update notification client-server**  
An application that scrapes a comic's website to notify you of new posts
- 2015 **Puzzle Slide!**  
Ice sliding puzzle game with infinite randomly generated puzzles
- 2015 **Dynamic Geofencing**  
An android application designed to help young people be aware of their proximity to safe spaces
- 2015 **AI Demonstration project**  
An interactive top-down shooter demonstrating various AI techniques and implementations of concepts such as raycasting and collision checking

## Other Achievements

- 2010 **Painting in the Royal Albert Hall in London** Royal Albert Hall  
As part of a program working with exceptional students at my school coordinating with another local school to help disabled students get into art, I produced a piece which ultimately was placed in the Royal Albert Hall in London.
- 2012-2014 **Karate (Goju Ru) – Purple Belt** Bitterne Park Lesuire Centre  
This required significant amounts of training in my own time and a dedication to improving over many years, which also meant I developed a strong work-life balance, whilst maintaining my training.
- 2013 **CanSat Project** Itchen College with Southampton University  
While in college, this project with the University of Southampton involved working in a team to put together a low-atmosphere payload with scientific equipment that came with many restrictions. As part of this I had to work in a group, but also communicate frequently and effectively over several months to ensure that all components of the project lined up and worked together to develop a final project.