

Harry England

GitHub: <https://github.com/H-England>

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PERSONAL PROFILE

I am currently pursuing qualifications in software engineering, driven by my passion for technology and game development. My interest in this began at a young age when I played my first video games, this sparked a curiosity about the underlying mechanics of game creation.

I am highly motivated to achieve new goals and continually expand my skill set. Currently, I am learning C# with the aim of mastering it as well as Python.

My objective is to further my education in software engineering, gain relevant qualifications, and expand my coding expertise to advance my career in the industry.

EXPERIENCE

Greene King, The Masons Arms — *Bartender*

June 2021 - December 2022

- Engaged in friendly conversation with patrons, responding promptly to their inquiries.
- Efficiently managed table service, including taking drink and/or food orders in high-volume.
- Collaborated with team members to create drinks and maintain stocked inventory.
- Consistently delivered customer satisfaction through attentive service.

Hyperion Dev, From Home — *Student*

January 2023 - July 2023

- I successfully passed rigorous testing to secure position as a student web developer at Hyperion Dev
- Mastered JavaScript, HTML, CSS, Node.js and React.js to develop engaging web applications.
- Completed numerous projects and over 50 tasks with a final average grade of 96%
- Demonstrated skills in executing challenging projects and consistently delivering high-quality work within the specified deadline.

SKILLS

Fast Learner

Adept using JavaScript, CSS, HTML, React.js and Git

Desktop Design & Troubleshooting

Problem Solving

AWARDS

HyperionDev Web Development Certificate

Passions

Gaming, Software, AI, Formula 1, Chess, Desktop Building, Puzzles and Human Biology.

Capital City College, From Home — *Student*

August 2023 - October 2023

- I joined Capital City College to further my skills in coding and to expand my knowledge and expertise.
- I also participated in an integrated digital marketing course.

EDUCATION

Portland Place School, London — *GCSE*

September 2014 - July 2016

- Biology (A), English Language & Literature (B), Media Studies (B), Speaking and Listening (3), Computer Studies (C), Design and Technology - Product Design (C), Geography (C), Science (B), Additional Science (B), Mathematics (C).
- Learned to use Pascal to an intermediary level.

Optima with AWS, Remote — *Machine Learning*

September 2024 - July 2025

- I am currently in the process of acquiring the AWS Certificates for Machine learning, Cloud practitioner, Solutions Architect, and Data Engineer.

PROJECTS

Tic-Tac-Toe — *React.js Game*

- I created this project for myself to further develop my skills using React.js. However, lacking prior experience in this area I did some research on how to make an opponent efficient enough to play a round with, without it being too easy. This is when I discovered the use of algorithms for which I could use as an opponent. After this extensive research I found Alpha-Beta Pruning and the Monte Carlo Tree Search. While the algorithm MCTS (Monte Carlo Tree Search) which is a heuristic search algorithm also commonly used in games with high branching factors. I chose to use alpha-beta pruning over this algorithm as MCTS is far more computationally complex and unnecessary for a project like this.

Hang-man — *React.js Game*

- I started development of this relatively simple game to give me an understanding of how to use React.js. In the creation of this project I discovered the integration of JavaScript and HTML that React.js provides, as well as the whole host of plugins I can use to provide a more streamlined and attractive webpage.

REFERENCE

Roy Brindley
Expert for the Gallery Richard Green and Painting Specialist
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