

# Natalie Sharp

## First Class Computer Science Graduate

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### PROFILE

As a highly motivated First-Class Computer Science graduate from Kingston University, I have developed skills in programming languages such as React Native, Java, JavaScript, and Python, as well as experience in web development and backend databases. After my studies, I have completed two internships gaining experience within research teams, curating databases for research projects while gaining hands on experience developing in C#.

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### EDUCATION

#### BSc Computer Science (Hons) – First Class

Kingston University  
September 2020 – June 2023

During my academic studying, I have worked on several projects, including a running mobile application using React Native, Expo, Firebase and a car hire e-commerce website built with PHP. I have strong understanding of the software development cycle and agile practices, which I have applied to these projects.

In addition to my technical skills, I am experienced in using Adobe XD to create prototypes of applications, which I have utilized to create user interfaces that can be demonstrated to clients.

#### Second year Modules

- Programming 2, Software Development – 100%, Grade A+
- Computing Systems – 97%, Grade A+
- Database Driven Application Development – 93%, Grade A+
- Professional Environments 2 – 95%, Grade A+

#### Third year Modules

- Programming 3, Patterns and Algorithms – 92%, Grade A+
- Advanced Data Modelling – 97%, Grade A+
- Mobile Application Development – 99%, Grade A+
- Individual Project – 82%, Grade A

#### Level 3 Diploma in Art and Design

University of Creative Arts Epsom  
2015 - 2016

- Grade: Pass

#### A Levels

Esher College  
2013 - 2015

- Applied Art and Design – Grade BC
- Textiles – Grade C

#### GCSE's

Rosebery School  
2008 – 2013

- 11 GCSE's – Grade A-C including Maths, and English.

### CONTACT

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**Address:** Epsom, Surrey

**GitHub:** <https://github.com/nsharp96>

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### TECHNICAL SKILLS

Experience in:

- C#
  - Unity
  - Java (Object-Oriented)
  - Java Swing
  - JavaScript
  - PHP
  - SQL (Oracle SQL, MySQL, MS Access)
  - Firebase
  - Reactjs
  - React Native
  - Android Studio
  - HTML
  - CSS
  - Python
  - GitHub
  - LabView
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### ACHIEVEMENTS

- Presented a poster on 'Biased datasets in facial recognition' at the BCS Lovelace Colloquium 2021 which was awarded highly commended.
  - Fundraised over £800 for the mental health charity, Mind, by completing the 5k Tough Mudder course with a group of peers.
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### Hobbies and Interests

- Treasurer of the Kingston Karting Society from 2021-2022.
- President of the Kingston Computer Science Society from 2020-2022.
- Full Car License and A2 Motorcycle License.
- Motorcycle enthusiast who enjoys different styles of offroad riding. Came third place in Dirt Quake's Flat Track Womens race in 2017 which was televised on ITV4.

## PROFESSIONAL EXPERIENCE

### Database Developer Internship

National Physics Laboratory, Teddington

7 week Internship, 19<sup>th</sup> June – 4<sup>th</sup> August 2023 (Present)

- Working with the OPTIMUM project research team, understanding the requirements for the system, how the data is used and the need for it to be stored.
- Designing and creating a relational database to provide retrieval and storage of data for the OPTIMUM system. Taking careful consideration to adhere to referential integrity rules, reduction of data redundancy and applying best practices.
- Develop and create an interface on LabView to interact with the backend database.

### Junior Software Developer Internship

UbiTech Ltd, Kingston University

4 month Internship, April – July 2023 (Present)

- Working within the UbiTech Ltd research project in the creation of a suite of games that uses a sensor to read muscle and accelerometer readings. The suite of games is aimed as a therapy tool to help people with motor impairments.
- Designing and creating a calibration process in C# and Unity to provide more meaningful data from the sensor readings by reducing the amount of noise. The outcome resulted in smoother game play.
- Creating front end user interfaces within Unity along with C# scripts for the logic.

### Academic Mentoring

Kingston University

September 2021 – May 2023

- Provide academic support and mentoring to first and second year students by working closely with lecturers to identify areas where students need extra help.
- Communicate complex topics in a clear and concise manner, helping students to understand difficult concepts and build confidence in their abilities.
- Offer guidance on study techniques and time management strategies, helping students to develop effective study habits and achieve their goals.

### Co-President of Kingston's Computer Science Society

December 2020 – June 2022

- Revived the Kingston Computer Science society. This provided a community of students who were interested in technology the ability to create friends and share knowledge.
- Responsible for conducting weekly meetings, delegating tasks, presenting events to members.

### Tattoo Artist

Hard Luck Tattoo

January 2016 – September 2021

- Built up my career through hard work and determination by initially leafletting to then becoming apprentice to then becoming a fully established tattoo artist.
- Fully licensed by Kingston Council, ensuring all equipment and studio is maintained to a high medical standard where no cross contamination can happen.
- Strong attention to detail by being committed to create the perfect outcome for the client. Listening to clients' requirements and creating designs on illustrative software's: Adobe Photoshop and Procreate.

### Mthree Insight Week

Mthree

April 2021 (1 week)

- Attended sessions lead by industry experts who investigated the various roles available in Technology.
- Collaborated within a group to produce a presentation in a week which looked at implementing a chat bot for the Mthree website. Strong organisational skills and team building skills helped our team stay on top of the work. At the end of the week, the team presented our presentation to which it was judged by experts at Mthree,

### Bright Network Technology Internship Experience

Bright Network

January 2021 (1 week)

- Undertook a project imitating a project manager to develop a strategy for the deployment of a facial verification feature.
- Used user stories to assess the requirements needed for the project.
- Looked into agile software development methodologies and how they can benefit the development process.

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**REFERENCES AVAILABLE ON REQUEST**