

DANIEL BATCHFORD

BSc Computer Science Student with Year in Industry (4th Year)

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📍 London, UK

EMPLOYMENT

Scuderia Alpha Tauri

Aerodynamics Performance Group Intern

C# WPF development within Alpha Tauri's Aerodynamic Performance Group.

- C# with WPF (Windows Presentation Foundation)
- MVVM design patterns
- Integration of existing API's to a new codebase
- Optimised, processing of big datasets in a real-time context
- UI design and HCI studies
- Automated software deployment through a release pipeline
- TFS repository skills

📅 July 2021 - July 2022

📍 Bicester, UK

EXPERIENCE

Doddle

Work Experience

Python Flask development within Doddle's Slack server

- Produced and helped deploy a Slack bot using Python Flask.
- Integrated Doddle's API's with Slack's Event API to post parcel information through the bot.
- Communicated with the software team about the requirements and architecture needed for the bot.
- Gained an insight into DevOps and Git source control.

📅 September 2020

📍 London, UK

King's Certificate

Group Project

Worked in a small team to categorise multi academy schools based on educational data and statistics.

- Produced a GUI implementation of a statistical tool designed by our team, which grouped academies based on their similarity.
- Learned how to communicate effectively with Arbor, our industry partner.
- Produced a journal article in Latex and gave a summary presentation to Arbor.

📅 September 2017 - June 2018

📍 London, UK

SKILLS

C# .NET WPF Python

Django Java HTML CSS JS

EDUCATION

🎓 BSc Computer Science with Industrial Year

University of Birmingham

📅 October 2020

📍 Birmingham, UK

🎓 A Level Study

Kings College London Mathematics School

A* - Further Mathematics

A* - Mathematics

A* - Physics

A - Computer Science (AS)

📅 September 2017

📍 London, UK

🎓 Secondary Study

Farringtons School

GCSE - 7A* 4A

📅 September 2005

📍 Bromley, UK

PROJECTS

SellySafe

A Django based web app allowing users to report issues on an interactive map of the student accommodation area at the University of Birmingham.

<https://github.com/danielbatchford/SellySafe>

2048 AI

A 2048 Clone with a further AI implementation to achieve the 2048 tile with the majority of plays.

github.com/danielbatchford/2048AI

Sorting Algorithm Tester

Javascript based website display various sorting algorithm's computing time.

github.com/danielbatchford/SortingTester

Snake Game AI

Java snake game AI using A* pathfinding and Processing GUI.

github.com/danielbatchford/SnakeAI

Path-Finding Visualiser

An interactive, path-finding visualiser showing the process of searching algorithms on a 2 dimensional grid containing obstacles.

github.com/danielbatchford/PathFindingVisualiser

Travelling Salesman Simulated Annealing Demo

A GUI demo of a simulated annealing solution of the travelling salesman problem.

github.com/danielbatchford/TravellingSalesmanVisualisation