George Happold

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Profile

Second-year Computer Science student with experience developing software in Java, Python, C# and C++, using Git and unit testing, as well as working in and leading teams to tight deadlines. Experienced in explaining technical concepts clearly. Looking for a Software Development placement year from Summer 2027 and willing to relocate.

Education

University of Sussex Sep 2025 – May 2029

BSc Computer Science with Industrial Placement Year (Predicted First Class Honours, 80% grade average) *Brighton, UK*

- Relevant modules: Further Programming, Data Structures and Algorithms, Professional Skills, Databases, Compilers and Computer Architecture, Design and Analysis of Algorithms.

St Marylebone School Sep 2023 – Jul 2025

A Levels: Biology C, Physics C, Maths C *London, UK*

- EPQ (A): 'Quantum Computers' Effects on the Future of Encryption'. Researched how quantum algorithms, such as Shor's and Grover's, threaten current encryption methods and what post-quantum encryption methods exist, such as lattice-based cryptography.

Technical Skills

Languages:	Java, C#, HTML/CSS, JavaScript, SQL (MySQL), Python, C++, Shell/Bash
Practices & Tools:	Git, Unit testing (JUnit), Agile methods, Visual Studio Code, Linux, Unity, Godot
Libraries & Frameworks:	JavaFX, ROS2, Pandas, NumPy, SciPy

Professional Experience

Peer Assisted Learning Tutor Sep 2026 – Present

University of Sussex *Brighton, UK*

- Paid role running drop-in sessions weekly for first-year Computer Science students. Explaining topics such as Data Structures and Algorithms and Mathematics.
- Developing and teaching a game development workshop with a fellow tutor, building a game in Unity using C#. Ensuring the content is interesting, engaging and suitable for students with different skill sets.
- The role has helped me develop my time management and communication skills and learn to work effectively within a small team while organising myself and the workshop.

Work Experience Internship 5 – 9 Jul 2024

Opteran *Sheffield, UK*

- Spent a week with a robotics company, learning about their 'natural intelligence': navigation technology inspired by nature. Programmed using ROS2 in Python and C++.
- Developed understanding of how an agile team runs in practice while working towards a funding-round deadline.
- Assembled hardware and circuitry and ran tests with robots on-site and in their testing suite.

Additional Technical Projects

Global Design Challenge Finalist | *Team management, CAD* Jan 2026 – Jun 2026

- Led a team of five to design a communal garden using 3D-printed hydroponics to provide fresh vegetables to the Ladywood community in Birmingham.
- Involved interdisciplinary collaboration to figure out how to solve a real-world problem.
- Reached the global finals in Birmingham and presented our idea to a panel of professional judges and peers, showing a 3D printed prototype.

HackSussex Hackathon | *Godot* Feb 2026

- Built a rhythm game in Godot in 24 hours with a team of three, organising tasks with Git to ensure we finished before the deadline, then presented it to the judges.
- Debugged and fixed issues as a team under time pressure, this enhanced my ability to explain problems in code to others.

CanSat | *Python, Circuitry, Team management, CAD* Nov 2023 – Feb 2024

- Led a team of seven to design and build a model satellite for the CanSat competition, managing tasks and deadlines.
- Wrote scripts in Python to collect and present telemetry data on air pressure, temperature, and humidity, which allowed us to gain insights about the upper atmosphere on the day based on our interpretation of the data.

Voluntary Experience

Programming and Robotics Mentor Sep 2024 – Mar 2025

St Marylebone School *London, UK*

- Volunteered to teach a robotics team of younger students at my school. The team progressed to the national FTC robotics competition final.
- Keeping the team engaged while they learned programming and how to build a robot.