

A. Alice Ingram

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github.com/itsreallyalice

Education

University of Sussex, BSc Hons in Computer Science Sept 2021 – May 2024

- Classification: 1st
- **Relevant Coursework:** Web Applications and Services, Intro to Computer Security, Databases, Data Structures and Algorithms, Fundamentals of Machine Learning.

Experience

Unity (Work Experience) - Week-long placement 2018

- Collaborated with a team to resolve bugs and optimize workflows in game development applications.
- Enhanced user workflows and contributed to improving UI clarity in development environments.

Skills

Coding: Java, C++, C#, Python, SQL, JavaScript, LaTeX

AI: TensorFlow, Keras, scikit-learn

Databases: MySQL, NoSQL

Web Dev: HTML, CSS, JavaScript, Apache Web Server, Django.

Other Skills: Skilled in writing SQL queries, designing and managing relational databases. Understanding of data structures and algorithms. Familiarity with software development methodologies such as Agile and Scrum. Proficiency in machine learning and artificial intelligence tools. \LaTeX typesetting and publishing.

Projects

KiZTeK github.com/kiztek

- Designed and developed a user-friendly LaTeX compiler to simplify document preparation and typesetting tasks. The compiler provides an intuitive interface for users to input LaTeX code, compile documents, and view the output in real-time.
- Tools Used: Java, LaTeX, Software Design, Software Development

The Settlers github.com/the-settlers

- A software engineering project designing and developing a virtual adaptation of the classic tabletop game Catan, employing Agile methodology to ensure iterative development and continuous improvement.
- Tools Used: C#, Unity, AGILE methodology

Student Project Management System github.com/spms

- Designed and implemented a web-based, multi-user application using the Django Web Framework to manage final year and MSc student projects. Developed a relational database schema using SQLite, including models for students, supervisors, projects, and project topics, ensuring proper table relationships and data integrity.
- Tools Used: Python, Django, SQL, HTML, CSS

Binary Image Classification Using Machine Learning 2023

- Developed a machine learning classifier to predict the emotional content (happy/sad) of images using 2304 CNN and gist features, handling missing data, confidence labels, and high-dimensionality challenges. The accuracy of the classifier was 97.8%
- Tools Used: Python, Scikit-learn, Support Vector Machine (SVM), multi-layer perceptron, logistic regression.