

Annie Tse

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38 White Farm Road
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Education

SEP 2022 - JUL 2027

University of Sheffield – Integrated Masters in Software Engineering (with Year in Industry)

On track for a 1st. Relevant Modules: Software Hut (91%), Java Programming (79%), Logic in Computer Science (81%), Web and Internet Technology (77%)

SEP 2020 - AUG 2022

The Arthur Terry Sixth Form – A-Level Maths, Physics, Computer Science (A*A*A)

SEP 2017 - AUG 2020

The Arthur Terry School– 11 GCSEs, including Maths, English Language (grades 8–9)

Technical Skills

Programming

Java: *Java Swing, Spring Framework, JUnit*

Ruby: *Ruby on Rails, Sinatra, Devise*

Python: *NumPy, Matplotlib, Pandas, Flask*

Website Building: *HTML, CSS, JavaScript, Next.js, Prisma, React, TypeScript, Tailwind CSS*

Database: *SQL, SQLite, Postgres, MySQL*

Extra: *Haskell, GoLang, Rust, Git, Agile, Linux*

Applications

Microsoft 365 Software, Excel Spreadsheets, Visual Studio

Miscellaneous: Manual Driving Licence

Software Projects / Experience

Digitised File Storage Software for APSL

JAN 2024–MAY 2024

- Designed and implemented software to digitise the storage of files for a client (Advanced Polymer Sintering Laboratory at the University of Sheffield) as a team of 7
- Developed using Ruby on Rails, Git for version control and integrated university SSO (single sign-on)
- Acted as the client contact, allowing smooth communication between the team and client
- Kept clear concise notes, task register and lead role in team management and code development
- Agile programming for program management
- Active listening for meetings with client
- Structured and contributed to written documentation for the system

Engineering, You're Hired!

JAN 2024

- Worked in a multidisciplinary team across the engineering department across a week
- Researched a sustainable solution to allow workers in dangerous conditions to monitor health remotely

- Prepared a presentation daily throughout the week and presented to peers and staff, answering relevant questions and submitted written report

Chess Piece Classifier

NOV 2023–DEC 2023

- Designed and implemented a classifier (machine learning) for chess pieces in Python
- Implemented k-Nearest Neighbour classifier
- Processed images as feature vectors
- Implemented Principal Component Analysis for dimension reduction

Trains of Sheffield Retail System

OCT 2023–DEC 2023

- Collaborated with 3 other students to interpret requirements, design and implemented a system in Java (Java Swing, Java Spring Framework)
- Captured information, using UML diagrams and implemented a database in MySQL
- Produced a 12-page report about the project, including design, testing, justification, teamwork

LifeOS

NOV 2023

- Participated in a HackSheffield8 (hackathon) in a team of 3 under high pressure time constraints (26 hours)
- Used Next.js, React, TypeScript, tRPC, Prisma, ESLint, PostgreSQL and Tailwind CSS
- Received award for: Best Use of AI

Work Experience

Undergraduate Demonstrator, University of Sheffield

SEP 2024 - PRESENT

- Taught and assisted second year Computer Science students at the University of Sheffield in the Functional Programming module (Haskell)

Student Ambassador, University of Sheffield

DEC 2023 - PRESENT

- Welcomed prospective students on open days at University of Sheffield
- Helped and encouraged prospective students in coding tasks, working with MiRos

Freelance Website

MAR 2024–JUL 2024

- Improved a client's website using Wix

Tutoring

JUN 2023–JUN 2024

- Tutored student for A-level maths and computer science & student for GCSE maths
- Developed communication skills to explain concepts to different abilities

References Upon Request