**JOHN SMITH**

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# PROFESSIONAL SUMMARY

I am a final-year Computing Science student at the University of Glasgow. I developed my passion for motorsport when I joined UG Racing this year, where I had a chance to showcase my practical mindset in problem-solving context. I am looking to apply my academic background in combination with my experience in a dynamic environment like McLaren Racing, contributing to cutting-edge innovation and high-performance engineering.

# EDUCATION

**University of Glasgow, Glasgow, Scotland - BSc Computing Science (September 2021 – Present)**

Recipient of the Undergraduate Excellence Scholarship.

Relevant courses: CS1P, algorithmics, Programming under Linux (School of Physics and Astronomy).

**Felsted School, Felsted, England – International Baccalaureate Diploma (September 2019 – July 2021)**

Higher levels: Mathematics: analysis and approaches, Computer science, Physics.

# RELEVANT EXPERIENCE

**University of Glasgow IT Helpdesk – Assistant (August 2023 – Present)**

* Troubleshot various IT issues, such as account set-up, Microsoft application, password reset, etc, resulting in thousands of successfully addressed inquiries.
* Helped students and staff members from diverse backgrounds, enhancing my communication skills.
* Proactively identified and resolved recurring technical issues, demonstrating initiative and creative problem-solving skills to improve system efficiency and user satisfaction.

**Amazon – Software Dev Engineer Intern (June 2024 – August 2024)**

* Partnered with cross-functional teams to develop an IntelliJ IDEA plugin in Java, enhancing developer tooling for Alexa’s Natural Understanding components, which resulted in improved workflow automation.
* Developed and deployed cutting-edge distributed computing technologies, leveraging AWS infrastructure to optimize EC2 host selection and autoscaling, leading to estimated $500K annual savings.
* Optimised a large-scale distributed storage and indexing system, reducing query latency by 30% and improving cost efficiency by 40% through intelligent data partitioning and resource scaling.

# **VOLUNTEER WORK**

**UG Racing University of Glasgow – Team Head (September 2024 - Present)**

* Collaborate with the driverless vehicle team on developing an autonomous race car
* Pinpoint areas for potential improvement, assigning tasks, and coding high-priority solutions, showcasing my problem-solving skills.
* Developed LiDAR cone perception in C++ and ROS2 in Ubuntu; worked in Python with YOLOv4 to integrate cone detection and key point regression on cones into the vehicle perception pipeline.

# LANGUAGES

**English** (native), **Spanish** (fluent), **German** (A1 and A2 Fit in Deutsch certificates), and **French** (A2)