

## **Lewis McGuire**

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### **Personal Profile**

I am a third-year Computer Science student at the University of Dundee, with a strong interest in software and mobile app development. Currently seeking a summer internship for 2026, I aim to expand my skills by collaborating with industry professionals on real-world projects. Proficient in Java and Python, I enjoy tackling complex problems and thrive in collaborative settings. My project and leadership experience have strengthened my ability to deliver robust code and communicate effectively.

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### **Education**

#### **BSc (Hons) in Computer Science**

University of Dundee

September 2023 – Expected Graduation: 2027

- Awarded the Computing Science Class Prize (Level 1) for outstanding performance
- Maintained an A average across all first- and second-year modules

#### **Non-Award Exchange Programme (6 Months)**

Australian National University

- Built independence and resilience by adapting to a new country and academic system
  - Navigated a demanding and challenging workload whilst maintaining strong grades
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### **Key Skills**

- **Programming Languages:** Proficient in Java, Python, HTML & CSS
  - **Collaboration Tools:** GitHub for team collaboration and version control
  - **Problem-Solving:** Applied critical thinking and analytical skills to various project briefs
  - **Communication:** Actively listened to ideas and ensured the team grasped project goals
  - **Collaboration:** Worked closely with teammates, providing crucial support and guidance
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### **Relevant Experience**

#### **Android Government Efficiency App (Android Studio, Java, Firebase)**

- Developed an app enabling citizens and workers to seamlessly report, track, and update city maintenance requests.
- Coordinated a team of five, managing task assignments, leading weekly progress meetings, and creating presentation materials to showcase the app's usability and development.

### **BBC Micro:Bit Light Show (Assembly)**

- Created a dynamic light show extended into an interactive mini-RPG fight style game using finite state machine logic.
- Gained experience with low-level register management and efficient assembly coding, improving my ability to write optimized programs in higher-level languages such as C.

### **Microarchitecture & ISA CPU Project (Digital)**

- Designed the microarchitecture and instruction set architecture (ISA) of an extended CPU, including implementing a stack data structure.
- Optimised modular design and minimized logic gate usage while balancing the trade-offs ISA and microarchitecture complexity.

### **Connect 4 with Search Strategies (Java, GitHub)**

- Developed a GUI-based Connect 4 game in a team, incorporating multiple search strategies that could be run during the game.
- Applied mid-term feedback to refine functionality and ensure alignment with objectives.

### **Operating Systems - Scheduling Simulator (Java)**

- Implemented a process scheduling simulator supporting multiple priority-based algorithms.
- Analysed performance to evaluate advantages and limitations, recommending the algorithms appropriate uses.

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## **Leadership & Volunteering Experience**

### **Track Captain, University Athletics Club (2024)**

- Responsible for organising training sessions and ensuring effective communication within the team. Developed leadership and time-management skills through this role.

### **Volunteer, Salvation Army Charity Shop, Glasgow (2023)**

- Gained valuable experience in customer service and team collaboration. Enhanced communication skills and contributed to achieving the shop's goals.

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## **Extracurricular Activities**

### **Quackathon (University Computing Society) (2024)**

- Participated in a hackathon where I gained hands-on experience in multithreading by collaborating with a partner to develop a GUI-based application. Strengthened problem-solving and teamwork skills while navigating the demands of an intensive work period.

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**References available upon request**