

Ronan Berridge

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Motivated second-year University Student with strong academic results (89% 1st Year Average) and hands-on experience. Skilled in Python, C, Java/Kotlin, and JavaScript with projects ranging from Nintendo DS games to Android applications. Adaptable, collaborative, and eager to take on new technical challenges. Seeking an internship in Software Development to further expand my skills.

Education

MSCI COMPUTER SCIENCE | UNIVERSITY OF NOTTINGHAM | SEPTEMBER 2024 – CURRENT

- Ongoing Modules: Developing Maintainable Systems, Distributed Systems, Robotics, C++
- Completed Modules: Programming & Algorithms (99%), Networks (92%), Computer Architecture (94%), Software Engineering (92%), Fundamentals of Artificial Intelligence (89%).
- Related coursework: Reversi (Java), Wine quality prediction with machine learning (Python), Machine code to assembly converter (C).

A-LEVELS & GCSE'S | HUXLOW AND RUSHDEN SIXTH FORM | SEPTEMBER 2022 – JULY 2024

- A-Levels: Computer Science (A), Mathematics (A), Physics (A), Further Mathematics (B)
- Related Coursework: Computer Science NEA – Designed and developed an educational game.
- GCSEs: Computer Science (9), Physics (9), Mathematics (9), English (5).
- Received college's Academic Award during A-Levels.

Projects

INDUSTRY GROUP PROJECT | UNIVERSITY OF NOTTINGHAM | SEPTEMBER 2025 - CURRENT

- Work with industry partners to produce a computer application with a team of eight people.

GROUP PROJECT | UNIVERSITY OF NOTTINGHAM | JANUARY 2025 – JUNE 2025

- Collaborated in a software engineering team to refactor a Java codebase.
- Coordinated an Agile team using Git features like issues, branches, and pull requests.
- Applied test-driven-development (TDD) and peer review to maintain high code quality.

NINTENDO DS GAME DEVELOPMENT | PERSONAL | OCTOBER 2024 – JANUARY 2025

- Developed custom games and tools for the Nintendo DS with C and DevKitPro.
- Adapted to hardware limitations and researched outdated documentation.
- Gained a deeper understanding of embedded systems and specialised hardware.

TEAM LEADER | NATIONAL CIPHER CHALLENGE | DECEMBER 2022 – FEBRUARY 2023

- Led a group in completing weekly cryptography challenges under time constraints.
- Developed Python programs to automate parts of the decryption and calculations.
- Assigned tasks to team members and managed progress to ensure deadlines were met.

Relevant Experience

ANDROID APP DEVELOPMENT | HOME FRONT (LOCAL COMPANY) | JUNE – SEPTEMBER 2025

- Designed, tested, and deployed a bespoke app for a local construction firm to record projects.
- Implemented advanced offline-first syncing, databases, and collaborated on the UI/UX.
- Learned about Android Studio, Kotlin, and Jetpack Compose.

IT TECHNICIAN (SHADOWING EXPERIENCE) | MOULTON COLLEGE | JULY 2023

- Worked in a team to perform routine maintenance on the college's systems and provide IT support.
- Assisted in setting up devices, patching network ports, creating user accounts, and updating devices.
- Gained insight into troubleshooting under pressure and the teamwork required to resolve issues.

Skills & Abilities

- Proven to work independently and collaborate effectively with other developers.
- Experienced in Python, C, Java/Kotlin, JavaScript, HTML, SQL.
- Continued professional development in a hackathon and online courses.
- Exposure to new technologies and frameworks through the University Computer Science Society.
- Strong research and time-management skills, used to acquire new knowledge and meet deadlines.

Certifications

JAVA MASTERCLASS 2025 | UDEMY | ONGOING

- Developed a more advanced understanding of Java and the Object-Oriented paradigm.
- Practiced common design patterns to write more maintainable and scalable applications.
- Learned about decomposing a problem into appropriate objects and methods.

AN INTRODUCTION TO GAME DEVELOPMENT IN PYTHON | UDEMY | COMPLETE

- Learned about using libraries and object-oriented patterns to make code more maintainable.
- Practiced using a game engine (Godot) to implement more complex games in both 2D and 3D.

Hobbies & Interests

3D PRINTING & PAINTING

- Print 3D Models using FDM and MSLA Printers to produce both functional and decorative models.
- Troubleshoot printer calibration, settings and mechanical issues to achieve high-quality prints.
- Sand, prime, airbrush and paint models to achieve detailed finishes.