

Cameron Steer

Computer Science Bachelors Candidate

contact

Cameron Steer
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github.com/CDSSteer

experienced technical skills:

Arduino, Spark Core,
Java, JavaScript,
C/C++, Python, Swift
3, Processing, XML,
UNIX/Linux, git, Latex,
Excel, SQL, PHP,
Apache, CSS3 &
HTML5

tertiary technical skills:

OpenSCAD, 3D
Printing, MPI, OpenGL,
Prolog & Haskell

personal interests

General science,
photography, cycling,
walking, running,
cooking

referees

(Contact information
available on request)

about

I am enthusiastic, self-motivated, fast-learner, able to work effectively alone or as part of a team with a high drive for learning and discovering new things. I have great problem solving skills, with the ability to look at things logically and develop creative out of the box solutions and ideas, with the aim to achieve the best possible results. My attendance is always 100% demonstrating my reliability and punctuality. I am always on time with tasks and I never fail to meet deadlines.

education

- 2012 – '15 **BSc in Computer Science** Swansea University
Achieving first class honours in all modules to date.
Modules: imperative, declarative, and functional programming, graphics, databases, algorithms, data structures, concurrency, discrete mathematics, language theory, high-performance computing, software engineering, teaching, computer vision, embedded systems, mobile apps, interaction design.
Activities: Maker Competition, Student Ambassador, Student Mentor, Flash Talks, ThingsCon Berlin 2014
- 2010 – '12 **BTEC, Information Technology** Coleg Gwent
Distinction Distinction* Distinction**
Activities: Forum Representative
- 2005 – '10 **GCSE** Pontllanfraith Comprehensive School
11 GCSEs including Maths, English and separate Sciences.
Activities: DOE Bronze, Young Enterprise, Eco Committee, Photographer

experience

- 2014 **FIT Lab, Swansea University** Swansea University, Swansea, SA2 8PP, UK
Research Internship
Exploring Human-Computer-Plant Interaction. This internship offered hands on experience in; analysing related work, HCI prototyping methods, presenting research, designed, organised and conducted user studies and the process of writing a CHI conference paper. Prototyping for user studies developed skills using Processing, Arduino, actuators, sensors, accelerometers, OpenSCAD and using 3D printing. I also attended the workshop Digital Democracy in Cardiff Bay, and took part in the Department Research Away Day where among other researchers I gave a talk about my research and collaborated in workshops.
- 2012 **Amity Web Solutions Ltd** Caerphilly, CF83 8GF, UK
Web Developer Internship working on turning webpage designs into HTML/CSS website templates for use in PyroCMS. I also developed a plug-in for PyroCMS(see projects).
- 2011 **Airborne Systems Europe** Llangeinor, Bridgend, CF32 8PL, UK
I developed: problem solving skills, effective teamwork, understanding business requirements, industrial application of ICT, applications for CNC machine programmes, machine tool measuring systems, Auto CAD, networks and database management through establishing a new training Information System and becoming involved with various data control projects throughout the business.
- 2009 - '12 **Newsquest** Cardiff Road, Maesglas, Newport, NP20 3QN, UK
Local Campaign and annual Ikea catalog delivery

awards

Swansea Maker Competition: First Place

Presented NoteCube at the computer science department maker fair.

Swansea University: Excellence Scholarship

Awarded to students who achieve AAA at A-Level or equivalent.

Pontllanfraith Comprehensive School: Academic Achievement

For continuous improvement during comprehensive school

Pontllanfraith Comprehensive School: Attendance Award

For 100% attendance over five years of Comprehensive School.

Pontllanfraith and Blackwood Rotary Clubs: Young Technologist Competition

Entrepreneur competition where we achieved third place. Our business was selling handmade bird feeders from recycled materials

projects

BSc Dissertation: Tangible Entertainment Systems for People Living with Dementia

Research and develop Tangible User Interfaces as part of an entertainment system that encourages meaningful group social engagement between people with and without dementia.

Teaching Computer Science via Comprehensive School Placement

In this role I prepared, observed and conducted Computer Science lessons with students 11-18 years old. I developed presentation skills learning how to be clear and creative, being delivered in a fun and engaging way, my communication skills being effective with both groups and individual students. But overall the ability to react and adapt to changing situations was essential to maintain interest and connect with the students.

Computer Science Flash Talks

Managed the creation, organisation and running of Flash Talks in Swansea University, an event to showcase research and passions through short talks, with the goal of stimulating discussions and spread of ideas.

BSc Computer Graphics Project: CT Scan of Skull Scan Analyser

This implemented the following graphics algorithms, sliders to slide through sides of the head from each orientation, maximum intensity protection, bilinear resizing for each slice and histogram equalisation

BSc Software Engineering Project: Connect Four and Othello

Within this team project I initially took on the role of Planning and Quality Manager through which I maintained the GitHub repository teaching each team member Git version control, planned and chaired meetings ensuring all group members had clear direction and defined time sales, I recorded and circulated minutes of all meetings. Due to this effective contribution to the project, I was nominated Project Manager, this involved executive decision making. Development role: graphics using OpenGL, the data structure of the program, UX design, coding conventions and Doxygen comments for software documentation.

NoteCube

As part of a small team (3 undergraduates), we created an Arduino powered notification cube using Python and Arduino code, for example new emails would light up the cube, aiming to solve the problems of email notifications being an on screen distraction, the cube passively notifies the user of predetermined activities given the user freedom to interact at ones leisure.

Various Website Work

I have written various websites using HTML, CSS JavaScript/jQuery, PHP and MySQL. Two significant sites were one that allowed users to sign-up and create message boards for the user and their friends to add text, photos and videos. The other website where a user can enter their Steam name to receive a random game from their Steam game list, using Steam API and PHP for parsing XML data. I have also developed a widget for PyroCMS that allows developers to create a colour menu for the top of their website, intended for clients, it allows real time colour chaining to give a preview before the colours are made permanent.