

Bradley Austin

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Education

University of Edinburgh

BSc Computer Science, First Year

Edinburgh, Scotland

September 2025 - May 2029

Relevant courses: Functional Programming in Haskell, Object-Oriented Programming in Java, Linear Algebra 1.

St Peter's Catholic School & Sixth Form

A-Levels

Guildford, England

September 2023 - June 2025

Achieved grades A*AAB in Mathematics, Computer Science, Physics and Further Mathematics.

Experience

IT & Software Development Intern | [ramsac](#) | Guildford, England

July 2024

- Collaborated with the **technical development** team on a system update for the Pia support platform
- Developed **PowerShell** scripts, giving insight into managing a **Windows enterprise environment**
- Gained exposure to marketing, development work and **AI tooling**

Maths Tutor | MyTutor, Private

June 2025 - Present

- Taught Maths to students at a **range of levels and abilities**, from KS2 to GCSE and A-Level
- Created **interactive** lessons that **engage** students and are **tailored** to improving their weaknesses

Projects

bksports | Python, Pygame, Pymunk, Arduino, Raspberry Pi

October 2025 - May 2026

Edinburgh Makerspace Student Technician Award Project | Motion Controlled Bowling Simulator | [GitHub Repository](#)

- Created a **Raspberry Pi** and **Arduino** powered **motion-controlled bowling game** with **Pygame**, replicating Wii Sports
- Engineered a dual-coordinate physics system, mapping real-world bowling measurements to the screen space and parsing IMU sensor data to power motion controls
- Managed physical elements such as collisions between the ball and pins with the **Pymunk** 2D physics library

SOTAESE | HTML/CSS, JavaScript, Node.js, Claude API, Serper, Brave Search API

November 2025

Anthropic x EdinburghAI Mini-Hackathon Finalist Project | Task: "Build the most useless app"

- Integrated **Claude** and **Serper APIs** to enhance queries and serve deliberately unhelpful but still related search results
- Designed and shipped a **full search pipeline** and user interfaces within tight **time constraints**
- Applied **UX principles** in reverse to maximise friction, demonstrating understanding of good **UX design** techniques

Certifications

freeCodeCamp Python / Responsive Web Design Certifications

January 2026 / December 2023

Python, HTML, CSS, JavaScript | [Python Certificate](#) | [Responsive Web Design Certificate](#)

Completed two 300-hour certifications covering fundamental concepts of **Python**, **HTML**, **CSS** and **JavaScript**, alongside more generally applicable topics like **Responsive Design**, **Object-Oriented and Dynamic Programming**, and **Data Structures & Algorithms**.

Skills & Interests

Languages: Python, HTML/CSS, JavaScript, TypeScript, Bash, Java, Haskell, Swift

Tools & Platforms: Git, PyCharm, WebStorm, Visual Studio Code, Docker, Linux

Libraries & Frameworks: React, WXT, Node.js

Practices: Object-Oriented Programming, Functional Programming, Dynamic Programming