

Dillon Geary

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Education

University of Southampton

September 2020 - July 2024

MEng Computer Science, Predicted 2:1

Modules including Software Engineering Group Project, Programming Language Concepts, Machine Learning Technologies, Advanced Databases, and Automated Software Verification

The King John School and Sixth Form

September 2015 - June 2020

9 GCSEs and 4 A-Levels, including Maths (A*), Further Maths (A), Physics (A)

Work Experience

Software Engineer Intern

June 2023 - September 2023

University of Southampton

Android App Development · Kotlin · Jetpack Compose

- Liaised with digital forensic experts to evaluate existing case evidence capture and storage techniques to explore an innovative client-first solution.
- Collaborated within a small agile team to design and develop a proof of concept android application for evidential crime scene photography, working within a strict 10-week timeframe.
- Contributed findings, benefits and drawbacks of such an application towards an active academic research paper within the field of Digital Forensics

Projects

Wearable Health Data Web Dashboard

September - December 2023

Web App Development · JavaScript · React · Python · Flask

- Communicated with stakeholders to perform requirement analysis to guide project development.
- Designed accessible UI to easily convey complex data to non-expert users, in a simple manner.
- Developed APIs to allow the dashboard to communicate with and run server-side AI models.
- Performed Expert Reviews to assess and evaluate the Dashboard against customer requirements.

Block-Based Functional Programming Language

September 2022 - May 2023

Web App Development · JavaScript · Svelte · Node · Blockly

- Explored current Haskell-learning solutions in aid of devising a set of requirements for solving current issues with learning Haskell, and other functional programming languages, within education.
- Designed a Visual Programming Language that encompasses features of functional programming.
- Developed a web-based IDE for writing in the language and receiving Haskell code conversion.

Voluntary Work

President and Founder

March 2023 - Current

Programming Language Society

- Established a community of like-minded individuals, and fostered a collaborative environment.
- Developed an online presence for the society to reach incoming members and potential sponsors.
- Assisted a team of 6 with event planning and third-party collaboration, through encouraging collaboration and group thinking, and assistance for committee members working in new areas.

Marketing Officer and Social Secretary

March 2021 - March 2023

Electronics and Computer Science Society

- Mentored new committee, resolved conflicts and collaborated in a team of 12 for a smooth-running society.
- Organised over 25 social, academic and collaborative events, with a peak attendance of 300 members.
- Managed a variety of social media platforms, increasing engagement and followers by over 100%.

Languages and Technical Skills

Python · Java · JavaFX · JUnit · Maven · Gradle · Kotlin · Compose · JavaScript · Svelte · React · Haskell · C · SQL