

# Jack Cooper

## Computer Science Student

### Personal Profile

Student with a passion for Computer Science. Proficient in web and software development. I work well under pressure and enjoy working individually and as part of a team. I am able to take any problem and split it down into manageable tasks to deliver the expected outcome. Looking to continue and improve my skills in a professional environment where I can learn relevant workplace skills and gain connections in the IT Sector.

### Personal Details

**Location** Belfast, UK (Northern Ireland)

### Skills & Expertise

#### ★★★★ Proficient

NodeJS Backend Development, Angular, HTML, CSS, Javascript, MongoDB, XML, Public Speaking, Cloud Hosting, Project Managment, Git, Auth0

#### ★★ Comfortable

SQL, Java, C++, Python

#### ★ Familiar

C#, Penetration Testing, Network Engineering, ServiceNow

### Extracurriculars

**Queen's Computing Society University Society**

September 2023–Current  
Belfast, Northern Ireland

**Sustainability Hackathon: The Belfast Agenda Hackathon**

October 2024–Current  
Belfast, Northern Ireland

Participated in a group to produce

### Professional Experience

#### Crew Member (Part Time) at Five Guys

January 2024–September 2024

Excelled in a fast paced enviroment to provide fast and consistent service to customers

#### Web Developer at New Vision Marketing

April 2023–March 2024

*Web Developer (Intern) January 2023–April 2023*

- Communicated with clients about website requirements and ensured tasks were completed on time, staying within project scope while managing multiple projects
- Managed client databases, ensuring data accuracy, security, and accessibility
- Deployed projects using deployment tools with AWS such as EC2, S3 and Route 53
- Built a backend for a E-Commerce website including database models, data driven data acquisition providing fast access to product information

#### Bartender at Ace Of Lanes

March 2022–April 2023

*Floor Staff August 2021–March 2022*

- Provided exceptional customer service by anticipating guests' needs, addressing requests promptly, and ensuring customer satisfaction
- Managed high-volume bar operations during peak hours, ensuring minimal wait times and maximizing efficiency

#### Web Developer (Intern) at ITVET Technology Solutions

January 2021–January 2021

- Helped design a internal portal page for HR complaints
- Shadowed a development meeting learning how to properly present work and deliver appropriate time scales for completion.

### Education

#### BSc in Computer Science with Professional Experience

 Queen's University Belfast (September 2023 - July 2027)

##### Level 1 Modules:

- Databases (71)
- Programming (Java) (60)
- Fundamentals of Mathematics for Computing (52)
- Web Technologies (72)
- Introduction to Cyber Security (67)
- Introduction to Computer Architecture (66)

##### Level 2 Modules:

- Software Engineering and Systems Development
- Data Structures and Algorithms
- Theory of Computation
- Introduction to Aritificial Intelligence and Machine Learning



a product that solves a transport issue in Belfast in a sustainable way.

## Dungeons & Dragons Club College Society

October 2021–Current  
Chelmsford, Essex

While at Chelmsford College, I founded an extracurricular Dungeons and Dragons club that focused on welcoming beginners and those who might be hesitant to play otherwise. I also served on the student council for a year and participated in numerous hackathons, which enhanced my technical skills and fostered my ability to collaborate effectively in team settings.

## ✓ Referees

### Rob Main

Work  
Director of New Vision Marketing  
Contact Details Available on Request

### Jo

Work  
Manager of Ace Of Lanes  
Contact Details Available on Request

- Professional and Transferrable Skills

## BTEC Level 3 Extended Diploma Computer Science

🏛 Chelmsford College (September 2021 – June 2023)

- Achieved D\* D\* D\*
- Started Dungeons and Dragons Club
- Student Representative for One Year
- Received Award For Excellence in IT

## Projects

### Charity Event – Mario Kart Leaderboard

**Related to: Course Work @ Chelmsford College**

**Technologies: NodeJS, MongoDB, Angular, HTML, JS, CSS, Cloud Tools**

Project Management course at Chelmsford College tasked students with setting up and running a charity event for a chosen organization. A Mario Kart Lap competition was chosen as the project. [Paolo Chaffey](#) and myself developed a bespoke leader board system to log times and allow people to see their position throughout the day on their phones. The system was built for anyone on the team to log times through a simple and secure dashboard.

**Links:** [GitHub](#)

### Ballistic Bullseye – Carnival Shooting Game

**Related to: Course Work @ Queens University Belfast**

**Technologies: NodeJS, MongoDB, Angular, HTML, JS, CSS, Cloud Tools**

As part of the Web Development course at Queens [Paolo Chaffey](#) and I were required to design a web-based carnival shooter game. For this project we decided on a maths based shooter where the user was presented with a series of questions with the difficulty dependent upon the level (Easy, Medium and Hard) selected. From there the user would enter an answer and if correct the target would be "shot" and the user would gain a point. After the round was completed the score was sent to a server, where it would be recorded alongside their initials.

**Links:** [GitHub](#)

### Cauldron – Open Sourced NodeJS Based Minecraft Launcher

**Related to: Personal Project**

**Technologies: NodeJS, MongoDB, Angular, HTML, JS, CSS, Cloud Tools, ElectronJS, Java, Postman, Auth0**

Cauldron or CauldronMC is a project that I have been working on since January 2024. It's a collection of projects aiming to build a web based Minecraft launcher that allows for the user to create and share profiles (both vanilla and modded) to friends. In the future more social aspects aim to be created. Additionally server creation tools are going to be added to allow for users to effortlessly create servers from created modpacks. The relatedTo why is recently the official Minecraft launcher has become larger and larger and boot times have slowed down.

Additionally this has turned out to be a complicated process and has allowed for me to enhance my programming skills. Currently Cauldron is not available for the public as it's in a closed beta.

**Links:** [Documentation](#)