

# Imran Bepari

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## Education

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2015 - 19

### University of Southampton

#### MEng Computer Science - 1<sup>st</sup> Class

**Year 1:** Algorithmics, Programming I and II, Foundations of Computer Science, Data Management, Computer Systems, Software Modelling & Design

**Year 2:** Distributed Systems & Networks, Intelligent Systems, Programming III, Theory of Computing, Interaction Design, Programming Language Concepts

Excelled in modules such as Programming, Computer Systems and Algorithmics, earning 80% in Programming modules.

**Year 3:** Cybersecurity, Cloud Application Development, Secure Systems, Games Design and Development, Third Year Project

*Obtained an 80% for Third Year Project / Dissertation*

**Year 4:** Group Design Project, Advanced Secure Systems, Web Development, Automated Code Generation, Mobile Application Development

2008 - 15

### Kingsmead School

**A levels** - Mathematics (A), ICT (A), Biology (C) AS Physics (B)

**GCSEs** - 13 A\* - C including Maths, English and Triple Science

## Relevant Experience

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Sept 2019 - Now

### IBM - Software Developer

Worked in multiple teams as part of rotation scheme, to earn a broad array of industry experience, as a professional. Worked overall on the Netcool project.

- Used **Java** and **Node.js** extensively in development roles
- Learned **Cucumber** as part of QA testing in application development
- Learned **operators** and containerization deployment methods as part of **Kubernetes**, for continuous integration and automation
- Learned about patenting and the process for registering inventions

Jun - Sept 2018

### BAE Systems Applied Intelligence - Software Engineer Internship

Completed a 12-week software engineer internship, where I worked on a client-based project. The project involved remaking a pre-existing system, maintaining functionality but becoming much more efficient.

- Used **Java** and **Maven** extensively to create component for a classified project
- Integrated software with Apache NiFi and ActiveMQ
- Gained project management skills, with tools such as Enterprise Architect, JIRA

Sept 2018

### **Modding Gorn – Various Projects**

Gorn is an action-based Virtual Reality game. In C#, these modding projects are significant for the Gorn Modding community, expanding the creative capabilities considerably, without requiring advanced coding experience for the user.

- Created an easy-to-use template for players to create weapons.
- Created an extension to the game that implemented intelligent pathfinding to enemies, to expand for gameplay variety and map creation.
- **Skills in C#, Unity, VR and Reverse Engineering were utilized.**

May 2018

### **Kaiju – A Virtual Reality Game**

Created in Unity, Kaiju is a Virtual Reality game for the HTC Vive. The game featured physics interactions, cell fracturing and artificial intelligence, as the player wreaks havoc in a virtual city.

- **Utilized C#, OpenVR, NavMesh technology and 3D modelling.**

## Technical Skills

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- Most capable and proficient in Java
- Extremely proficient in C#, along with Unity
- Very proficient with Git and Source Control
- Capable with Python and JavaScript
- Capable with Cybersecurity, Penetration Testing and Malware Analysis
- Capable with real-time networking, for applications such as games
- Proficient in general operating system knowledge, including Windows and Unix systems
- Leadership skills along with SCRUM and other agile methods

## Awards

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- Winner of HackXLR8 2018, BAE Internal CTF and contender for MLH Prime 2017.
- Netcraft Prize for Southampton Students, earned by placing Top 10 in academic year.
- Top Student at Kingsmead Sixth Form in the ICT Field, earning the highest grade in academic year.

## Other Experience

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2016 - 2017

### **NCS' Hants – Team Leader**

After undertaking NCS' The Challenge at the end of my school years, I reapplied on a similar NCS program as a staff member.

2016 - 2017

### **CodePlus – Session Leader Volunteer**

Regularly taught children, of ages 8 – 11, how to do basic programming as part of CodePlus program hosted by University. Had to plan lessons for students.

## Interests

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- Regularly take part in Mixed Martial Arts (MMA) Society which includes Jiu-Jitsu and Muay Thai.
- Registered as a STEM ambassador for Computer Science.
- Enjoy attending hackathons and game jams.