Finn Sinclair

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PROFESSIONAL SUMMARY

I am a hard-working, disciplined and reliable person with a passion for technology. I have strong team working and communication skills which I have demonstrated through the team based projects I have undertaken. I am an enthusiastic learner and enjoy taking on new challenges, while being able to adapt to different working environments. I am an avid gamer and have a profound curiosity for the mechanics and automation behind software we utilize on a daily basis. I am a member of my local boxing club. This has led me to build soft skills such as resilience, leadership and time management as I balance my hobbies with my education.

EXPERIENCE

Generation Innovations Catalyst Programme:
Received a design brief from Allstate Insurance regarding a real-world issue where customers lacked sufficient input in their insurance choices. Collaborated as a team of six to integrate ideas, develop a storyboard, and utilize Lego Serious Play to create an enhanced pitch presented to Allstate executives. Our solution earned positive feedback, demonstrating strong teamwork and problem-solving skills in crafting an innovative pitch.

During this placement, I attended a panel where I engaged with leading experts on the business aspects of technology. I gained insights into effectively harnessing technology in business models to generate revenue. Drawing on my Business Studies A-Level knowledge, I posed targeted questions to understand business strategies and the synergy between operations and technology.

Digital Leader:
As a Digital Leader at Friends School Lisburn, I mentored younger students and spearheaded the building of a fully functional arcade machine. This involved sourcing and preparing raw materials, working as a team to design the project, executing the solution, and presenting at the school's open day. I acquired skills in interfacing with a Linux-based operating system and utilizing Raspberry Pi to replicate classic arcade games.

BelTech:
I attended a BelTech lecture to deepen my understanding of computing by listening to expert speakers from various technology career roles. I learned from academics, Tech Managers, and Engineers (software, platform, and DevOps) on topics such as quantum computing, cloud architecture, and ethical hacking.

Code Clock - Code Academy:
The summer before my A levels I joined Code Clock, hosted in Queen's University's Computer Science building. I spent the week exploring C#, a language I'd never used, during full-day sessions working on mini projects, knowing it was essential for doing well in my A level programming course.

Text Adventure – SQL Database:
In a six-member team of unacquainted peers, I collaboratively developed a modern reboot of a classic text-adventure game within a ten-week deadline. I designed and implemented secure user authentication with email verification, an engaging level with custom graphics, and integrated a university-hosted SQL database to manage player profiles and game state.

EDUCATION

Friends' School Lisburn
GCSEs: English Literature (A), English Language (A), Maths (A), Business Studies (A), History (B), Physics (B), Religious Studies (A), Technology and Design (B), Food and Nutrition (A*)
A Levels: Food and Nutrition (B), Business Studies (B), Software Systems Development (A)
Queen's University, Belfast - BSc Software Engineering
Year 1 Average: 70% (First Class Honours)

KEY ACHIEVEMENTS

Senior prefect at Friends School Lisburn. As a senior prefect I was responsible for leading and organizing some student events such as the annual talent show. This involved working collaboratively with other prefects and staff members to ensure that the show ran on time.

I have completed a foundational C# certification in conjunction with Microsoft and FreeCodeCamp. This involved a full 35-hour C# training course hosted through Microsoft Learn.

While being a Digital Leader I have been involved with various projects including the creation of a fully functional desktop arcade machine. Alongside this I have been involved in helping younger members of the Digital Leader program better understand the concepts of programming.

I enjoy developing my own applications outside of the classroom; implementing small C# and Python games to progress my knowledge and keep up my programming skills.

CORE SKILLS

Technical skills
IDE's such as Visual studio 2019 and 2022, Gamemaker Studios, VS Code, Eclipse IDE

C#	HTML
Java	JavaScript
SQL	CSS
GitHub	Linux
C	GameMaker Studios
Python	Tailwind CSS

Soft Skills
Communication
Teamworking
Leadership
Time management
Problem solving
Discipline
Critical thinking