Emma Scott

Computer Science BSc Student

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PROFESSIONAL OVERVIEW

Computer Science BSc at Bournemouth University, on track for a First (74%, 76%). 6 month experience in a developer sandwich placement at Cold Banana, a .NET and Umbraco web agency. My strongest experience is with React with TypeScript, .NET with Umbraco and Python. Current projects include a mobile app in React Native, to track progress in hobbies and bring people together, called Loftbound. Looking for software development placement opportunities.

SKILLS

LANGUAGES:	TypeScript / JavaScript, C#, Python, SQL, HTML, CSS / SCSS
FRAMEWORKS AND CMS:	React, Vue, Angular, .NET, Entity Framework Core, Umbraco
DATABASES:	SQL Server, PostgreSQL, MongoDB
TOOLS AND DEVOPS:	GitHub, Git, Azure DevOps, Docker, Postman, Swagger, xUnit, Visual Studio

WORK EXPERIENCE

SOFTWARE DEVELOPER SANDWICH PLACEMENT | Cold Banana, Poole JUNE 2026 - NOVEMBER 2026

- Delivered over 150 tickets across 7 client sites, including new features, bug fixes and content changes, as part of a 20-person development team working on shared codebases.
- Completed 700+ hours of commercial development over 6 months, across 5 different technologies, including React, Vue, .NET, Umbraco and Razor.
- Designed several components in Figma before implementing them in React, Vue or Razor, using SCSS following BEM conventions
- Built APIs in C#, for forms sending emails and a pull request tracker page, tested with Postman.
- Improved a client's Lighthouse ratings on their site from 80 to 95 on performance, 92 to 100 on accessibility for WCAG AA. Built to both WCAG A and AA standards.
- Applied Umbraco security patches to sites on day of release, following security protocols.
- Used AI tools deliberately. Limited use in weeks focused on learning new technologies, to build my own understanding, and heavier use in delivery-focused weeks to speed up routine work. Checked all AI suggested code for issues, learning to differentiate between unoptimised and efficient code.

SUMMER WORK EXPERIENCE | Oval Business Solutions, Swindon JUNE 2026

- Developed an Azure DevOps dashboard with Angular and MongoDB, using an AI-assisted workflow with OpenAI Codex, over 3 weeks.
- Planned and confirmed architecture with seniors, before building the product.
- Presented at a standup with 6 members of the company and made relevant improvements according to QA.

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T-LEVEL WORK EXPERIENCE | Zeetta, Bristol MAY 2022 - APRIL 2023

- Developed a take on a brick shooter game with Pygame in Python.
- Built a WordPress site, hosted in Amazon Lightsail, to access the game.
- 292 hours of development with Python, WordPress and Amazon Lightsail

T-LEVEL WORK EXPERIENCE | Oval Business Solutions, Swindon AUGUST 2022

- Implemented automatic logging in a legacy database to record procedures in a specific logging table when used.
- Delivered a table of used procedures, which could then allow identification of unused procedures
- Implemented Views and Procedures with SQL Server over a 24 hour placement.

EDUCATION

Computer Science BSc | Bournemouth University, Bournemouth | Projected 1st 2024 - Present
Digital Production, Design and Development T-Level | Cirencester College, Cirencester | Merit 2021 - 2023
10 GCSEs | Highworth Warneford School, Highworth 2016 - 2021
Mathematics GCSE Grade 7, Computer Science GCSE Grade 7, Physics GCSE Grade 7, English Language GCSE Grade 7

PERSONAL PROJECTS

MARBLE SHEEP | Co-Founded Software Development Company NOVEMBER 2026 - PRESENT

- Developing a company website with React and .NET, using a CMS to allow users to make webpages with prebuilt components in Umbraco Back Office.

LOFTBOUND | Hobby Tracker Mobile App OCTOBER 2026 - PRESENT

- Built a layered .NET API (Core, Infrastructure, API) with Entity Framework Core and PostgreSQL in Docker
- Solo development, with Expo (React Native) and .NET, V1 due February

PORTFOLIO SITE NOVEMBER 2026

- Developed my portfolio site in React, with THREE.js and using shaders

CREATURE FEATURE | Hackathon, Bournemouth University | 2ND PLACE MARCH 2026

- Developed a creature collection game using THREE.js and the Spotify API
- Worked as part of a team of 2 over 5 days, and presented in a lecture theatre on the Friday
- Came second against other groups of L4-L7s

OVERFLOW | Hackathon, Bournemouth University | 1ST PLACE JANUARY 2025

- Developed a game based off Snake with a slight twist, using THREE.js and data from the stock market.
- Worked as part of a team of 5 over 5 days, and presented in a lecture theatre on the Friday
- We won as the only first year team, against more than 5 other teams of L5-L7s

INTERESTS

Hackathons
Live Music / Concerts
Riding motorbikes
Game Jams
Video Games
Musicals
Self taught Ukrainian
Self taught Bass Guitar
Reading

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