

# Lucille L. BLUMIRE

## PERSONAL DATA

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PLACE AND DATE OF BIRTH: Buckinghamshire, Wycombe | 24th of September 1997  
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## WORK EXPERIENCE

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CURRENT SEP 2016	Technical Consultant at BRACE IT <i>Software Development</i> Following on from my previous work at Brace IT, continuing to provide technical assistance and consulting over the course of my academic studies.
APR 2019–FEB 2020	Tutorial and Marking Assistant at THE UNIVERSITY OF READING <i>Teaching Assistance &amp; Module Preparation</i> Aiding the computer science department in its restructuring of the first year programming module and the writing of tutorials and exercises to be completed by those first years to aid them with the new module content.
SEP 2018–MAR 2019	Programming Lab Assistant at THE UNIVERSITY OF READING <i>Teaching Assistance &amp; Programming Tutorials</i> Aiding students at the university of reading studying in their first and second years with their studies in the development of programming projects across different modules of their course, as well as helping lecturers and instructors with marking.
JUL 2015–SEP 2016	Systems Engineer at BRACE IT <i>Software Development</i> Performing end-to-end development of websites and mobile applications; with a specific targetting towards a property channel management system for synchronising availability and pricing of short stay accommodation across a number on online selling channels.
JUN 2014–JUL 2015	Junior Systems Administrator BRACE IT <i>Software Development</i> Systems administration including network administration, database administration, web administration, and elements of software development and systems engineering..

## EDUCATION

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CURRENT	Bachelor of Science in COMPUTER SCIENCE 1st Class BSc.
AUG 2016	<i>GCE (A-Level) at Henley College</i> Computer Science – A; Sociology – A; Mathematics – B
AUG 2014	<i>GCSE at John Hampden Grammar School</i> 11 GCSEs A*–B incl: Computing – A*; English – A; Mathematics – A

## OTHER ROLES

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SEP 2014–DEC 2019	Lead Community Moderator at REDDIT.COM/R/CONLANGS <i>Moderating and Managing Community Activities</i> Interacting with and running a large community (26k as of AUG 2018). Including rules enforcement, helping members, and representing the community at conferences.
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## INTERESTS AND ACTIVITIES

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Recreational Programming	Working on personal projects to further my understanding and keep up with technological developments.
Constructed Languages	Developing fully realised fictional languages for artistic recreation and for exploratory linguistics, enabling experimentation with linguistic structures and language features not present in real-world languages.
Roleplay	I enjoy roleplay in all it's forms, from tabletop (classic style dungeons and dragons) to board games and impromptu character work and comedy.

## ACADEMICS

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Studying at the University of Reading has given me a passion for academic pursuits. Both from a research perspective, and from an educational teaching perspective.

Throughout my time at the university as an undergraduate student, I spent much time aiding my peers and tutoring them on improving their technical abilities. This was work I found myself very fond of, and hope to pursue in future in the capacity of a lecturer or educator of some other kind.

Alongside this, I found academic research to be a particular skill and interest of mine, achieving good results in many of my academic projects.

## WRITINGS

The following are reports I am particularly fond of from my time at the University of Reading. More can be found at <https://llblumire.co.uk/computer-science>.

Securing of Social Content with Non-Disruptive Cryptography	82%	My final year project covering a generic cryptographic approach to secure social media encryption maximising security and minimising inconvenience to the end user. <a href="https://llblumire.co.uk/wp-content/uploads/2019/07/Securing_of_Social_Content_with_non_disruptive_cryptography.pdf">https://llblumire.co.uk/wp-content/uploads/2019/07/Securing_of_Social_Content_with_non_disruptive_cryptography.pdf</a>
Review of the paper “Evolution strategies as a scalable alternative to reinforcement learning”,	100%	While technically a review of the content of the paper, the focus of the review was to give a much more explanatory approach to the techniques used in the original paper, making it significantly more accessible to a reader with less domain specific knowledge. <a href="https://llblumire.co.uk/wp-content/uploads/2019/07/Artificial_Intelligence_Report.pdf">https://llblumire.co.uk/wp-content/uploads/2019/07/Artificial_Intelligence_Report.pdf</a>
Land Cover Classification with Supervised Learning	92%	A technical report showing the implementation of supervised learning to perform land cover classification. <a href="https://llblumire.co.uk/wp-content/uploads/2019/07/CS3VI18-Task-1.pdf">https://llblumire.co.uk/wp-content/uploads/2019/07/CS3VI18-Task-1.pdf</a>
Technical Report on a Solution to the Convex Hull Problem for Multiple Complex Polygons	90%	A full technical report describing the design and implementation of a program to evaluate and solve convex hull problems, written in the systems programming language rust. <a href="https://llblumire.co.uk/wp-content/uploads/2019/07/CS2A017_Convex_Hull.pdf">https://llblumire.co.uk/wp-content/uploads/2019/07/CS2A017_Convex_Hull.pdf</a>

## SYSTEMS ENGINEERING

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### EXAMPLE PROJECTS

- Personal Website** <https://1lblumire.co.uk> is my personal website. It serves as little more than a hub for some of my various works, and as a domain to host other projects upon.
- SocialLocker** <https://soclocker.1lblumire.co.uk> is a fully end to end encrypted social platform developed for my bachelors final year project.
- BraceIT** Much work I have done I cannot claim to be entirely my own, however I worked as a back-end engineer on a number of projects for the company BraceIT, with a specific focus on web technology. Including back end technologies used in <https://prop-sync.com/>, such as the development and integration of a mobile web application.

### TECHNOLOGICAL EXPERIENCE

The following lists do not encompass the full scope of my abilities, and if you require a technology that you notice is missing from the following lists please do not hesitate to contact me, as there is a non-zero chance I have worked with it but omitted it due to nicheness or due to having not worked with it for some time.

#### GENERAL PROGRAMMING LANGUAGES

ES2019 (Javascript)	C/++	Lua
Java	C#	Rust
Python	VimL	Visual Basic
PHP	TeX	Assembly (x86 UNIX)

#### FRONT-END TECHNOLOGIES

HTML	TypeScript	Axios
CSS	VueJS / Vuetify	Windows Forms ML
Stylus	AngularJS	Android UI ML
ES5-2018 (Javascript)	jQuery	iOS UI ML

#### BACK-END TECHNOLOGIES

Wordpress (.php)	Node (.js)	Redis
Joomla (.php)	MySQL	Google API & OAuth
Rocket (.rs)	PostgreSQL	Linux Administration
Flask (.py)	Sqlite	Electron
Django (.py)	MongoDB	Cordova
Spring (.java)	InfiniteGraph	