Christian Gleitzman

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EDUCATION AND QUALIFICATIONS

University of Southampton - Computer Science BSc **2024 - 2027**

Year 1 average: 88% – *top 10 average in cohort.*

Key Modules: Programming I, II & III. Mathematics I & II. AI, Data Management, Algorithmics, Software Development.

St. Mary's Catholic School, CM23 2NQ **2015 - 2022**

A- Levels: Mathematics (**A***), Further Mathematics (**A***), Computer Science (**A***), EPQ (**A**)

GCSEs: **10 Grade Level 9s**

EXPERIENCE AND PROJECTS

Store Colleague, Tesco **2022 – Present**

• Maintained high performance in a fast-paced retail environment, especially in the busiest Tesco alcohol department during the peak festive periods. Recognised for reliability and rapid problem-solving.

• Developed adaptability and communication skills by engaging with a wide range of customer queries and concerns.

Software Engineering Group Project **Oct 2025 – Present**

• Designed and delivered a secure journaling application as part of a 4-person Agile team. Enforced future-proof engineering standards, including a Git pull-and-merge workflow and automated backend unit testing (JUnit), which proactively eliminated regression bugs and streamlined integration.

• Architected a decoupled MVC backend, integrating a local, offline NLP model (LangChain4j) for semantic topic analysis while maintaining absolute data privacy for sensitive user inputs.

Java Online Messaging App **Summer 2025**

• Collaborated with another student to architect a multi-threaded real-time messaging application using Java Sockets and Concurrency to handle simultaneous user connections.

• Implemented a robust client-server architecture with OOP design patterns, ensuring scalable code for future feature integration.

• Managed version control via Git/GitHub, utilising branches for feature testing before merging into the main codebase.

Password Manager Personal Project

• Developed a secure credential storage solution using Python and SQL, implementing AES-256 encryption and salted hashing (SHA-256) to secure user data at rest.

• Engineered a responsive GUI using PyQt, focusing on secure user authentication flows and intuitive CRUD operations.

Maths Revision Game A-Level Computer Science Coursework **2022**

• Built a client-server Python application with database integration to track student progress and high scores, giving hands-on experience with full-stack design and implementation.

• Gained experience in stakeholder collaboration, system testing, and iterative development. Feedback from students highlighted its effectiveness as a revision tool, demonstrating ability to deliver meaningful solutions for real users.

TECHNICAL SKILLS

Languages: Java (Proficient), Git, Python, Haskell, SQL, C

Development Tools: Git/GitHub, IntelliJ, Maven, VS Code

Concepts: OOP, Concurrency/Multi-threading, Functional Programming, Data Structures & Algorithms

HOBBIES & INTERESTS

• **Programming & Problem-Solving**: often build projects beyond coursework, reinforcing logical thinking, attention to detail, and resilience when tackling complex challenges.

• **Computer Building**: Planned and assembled a personal PC, enhancing understanding of hardware compatibility, performance optimization, and practical troubleshooting.

• **Cooking**: Strengthened multitasking and process management skills through creating interesting dishes, balancing precision with creativity.