

Ta'rel Norford

Studying: BSc (Hons) Computer Science with Games Programming

Email address: tymaster36912@gmail.com

LinkedIn: [Ta'rel Norford](#)

Website Project Portfolio: tyrellsystemsportfolio.com

GitHub: [Tymaster1](#)

Location: Leeds, UK

Personal profile

Aspiring software engineer with hands-on experience in building demo websites and backend systems using PHP and MySQL. Proficient in multiple programming languages, including C++, Python, and Java. Proven ability to solve complex technical challenges, gained through academic projects and professional experience in software engineering. Enthusiastic about contributing to innovative projects, while continuing to develop my technical and problem-solving skills.

Education

BSc (Hons) Computer Science with Games Programming

University of Huddersfield – 09/23 – 09/27

First Year Module:

Software Design and Development – (A)

Computer Organisation and Architecture – (A)

Computing Science and Mathematics – (A)

Team Project – (A)

Computer Network Fundamentals – (B)

Second Year Module

Game Engine Architecture - (B)

Introduction to Artificial Intelligence – (A)

Algorithm and Data Structures – (B)

Real-time Graphics – (B)

Object-Oriented Systems Development (B)

Team Project (Games) – (A)

T -Level

Leeds City college - 09/21 – 07/23

Digital Design and production

Grade: Pass

GCSE/BTEC

Co-op Academy – 09/17 – 06/21

GCSE Including Maths (5) English literature & language (4) and History (4)

Technical Skills/Projects

Languages: HTML, CSS, JavaScript, C++, Python, PHP, Java

Frameworks: Bootstrap

Databases: MYSQL

Application: Visual studio, notepad, IntelliJ, PowerPoint, Word and Excel

Food & Fitness Website

Tech Stack: HTML, CSS, JavaScript, PHP, MySQL

Developed a full-stack fitness-focused platform featuring secure user authentication, workout videos, calorie tracking, and mental health tips. Integrated note-taking functionality and created a responsive front-end layout.

AI Analytical Dashboard – Firebase Project

Tech Stack: React, Python, Scikit-learn, Firebase

Built a data analysis web app for visualizing and classifying data using machine learning. Implemented confusion matrix evaluation and integrated Python back-end with a live React front-end interface.

Created as part of a university task to demonstrate real-time ML application.

Chrono Cube – Real-Time Web Game

Tech Stack: HTML5 Canvas, JavaScript

Designed and developed a real-time browser-based game where players control a cube to hit moving targets. Features a competitive timer and scoring system, with a "first to 20" mechanic and reactive UI elements.

Unreal Engine Horror Game (Game Jam Project)

Tech Stack: Unreal Engine 5, Sequencer, Audio Design

Designed and developed a horror game during a Game Jam, handling all aspects of game creation including mechanics and scene design. Independently produced a cinematic trailer to showcase the game, integrating licensed audio and visual effects. Trailer is publicly available on YouTube as proof of work.

Work Experience

BoysenB software – 10/21 – 01/22

Junior Programmer

- Wrote clean, efficient, and well-documented code following industry best practices.
- Assisted in creating and maintaining project documentation, including technical specifications and user manuals.
- Documented code changes, development processes, and project updates clearly and comprehensively.
- Conducted testing and validation to ensure software meets quality standards and performance criteria.
- Conducted tests and perform debugging to ensure code reliability and performance.

Leisure Activities

In my spare time, I enjoy making music, working out, and reading. I believe in making the most of life by staying engaged in creative and productive activities. Currently, I am also writing a book, as I am passionate about storytelling and the creativity that goes into crafting narratives. All these things greatly help me in my ability to make creative/unique idea to problems needing to be solved.

References

Available on request