

HARRY FOSTER

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EDUCATION

University of Manchester <i>Bachelor of Science in Computer Science</i>	<i>Manchester, England</i> <i>Sep. 2024 – present</i>
Bury Grammar School <i>A Levels in Maths, Further Maths, Computer Science, Physics, and an EPQ</i>	<i>Bury, England</i> <i>Sep. 2022 – Aug. 2024</i>
JESS Dubai / King's College Murcia <i>11 GCSEs including Maths (9), Computer Science (9), Further Maths (8)</i>	<i>Dubai, UAE / Murcia, Spain</i> <i>Sep. 2019 – June 2022</i>

PROJECT EXPERIENCE

AttendEase - A web-based Attendance management system <ul style="list-style-type: none">Developed AttendEase, a web-based attendance management system using PHP, MySQL, and Bootstrap, for tracking student attendance.Implemented geolocation-based attendance with a backup live rolling-code system for reliable tracking, even without location services.Designed role-based access control for four user roles: Student, Lecturer, GTA, and Admin, with customized permissions.Created a calendar interface for managing attendance records, scheduled classes, and upcoming lectures.Enabled light and dark theme modes, along with a leaderboard system to encourage student participation.Provided detailed attendance and performance statistics for students and lecturers to track progress.Source code and project details available at GitHub Repository.	Sep. 2024 - April 2025
Chess Engine - Chess Engine and WPF GUI <ul style="list-style-type: none">Developed a chess engine in C# as part of the A-Level NEA, implementing move generation, position evaluation, and game state management.Designed a WPF-based frontend to visualize the chessboard, game moves, and provide an intuitive user interface for interaction.Implemented a Minimax algorithm with Alpha-Beta pruning to enhance the AI's decision-making and optimize gameplay.Integrated a user-friendly interface with real-time move validation and an opening book, improving the engine's overall performance and gameplay experience.Source code and project details available at GitHub Repository.	Sep. 2023 - April 2024
Mario Clone - Classic Mario Clone in C# <ul style="list-style-type: none">Developed a single-level Mario clone in C#, recreating core mechanics such as platforming, jumping, and enemy interactions.Designed the game with sprite-based graphics and tile maps, utilizing C# for game logic and rendering.Implemented physics and collision detection for player movement, jump mechanics, and interaction with game objects.Created dynamic level elements, including moving platforms and collectible items to enhance gameplay.Integrated sound effects and background music to improve the overall gaming experience.Source code and project details available at GitHub Repository.	Nov. 2023 - Feb. 2024

TECHNICAL SKILLS

Python	C	C#	Java	JavaScript	React	Next.js	Bootstrap	HTML	CSS	PHP	Node.js	TypeScript
SQL	Git	Linux										
MySQL	Docker	Firebase	Express.js	MongoDB	Tailwind CSS	Firebase						