
ALAN SELORMEY

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PROFESSIONAL SUMMARY

Dynamic and eager Robotics Engineering Student at Aberystwyth University, looking to secure a placement so I can learn the ins and outs of production code and apply my own skills to them. I specialize in using general and system-level languages like C and Java. I'm familiar with Arduino, and Raspberry Pi's and have some knowledge of STM32 boards. I excel in innovating solutions like the usage of Custom data structures for lower latency on my text-editor project, demonstrating technical prowess and a continuous learning mindset.

KEY SKILLS

- C & C++
- Java
- Microcontroller Programming
- Linux Systems
- Go-lang
- Cmake/Make
- Object Oriented Programming
- Software testing

Leadership was demonstrated through the management of a team of 10 during the large cleanup at the 2023 FOSDEM

Effective Teamwork developed through the group collaboration of a presentation with 3 other students

Clear communication and competency are shown through tutoring other computer science students in C/C++

Problem-solving is developed through solving project creations and Leetcode problem-solving

Adaptability and Open-mindedness shown by swapping my website from C# to Go-lang for performance benefits

PROJECTS

Personal Website: irlalan.net

- Personal website and blog showcasing projects I've made and anything else I find interesting. It uses Go-lang, HTMX, and templ, and runs on an AWS Ubuntu server instance.

Cross-platform C++ build and automation tool: gcreate

- A build tool like Cmake that is configurable through a config.toml file and can create/manage any C/C++ projects and will later be able to serialize into a Makefile. It is made entirely using Go-lang

Custom text editor

- A Custom modal text editor that's GUI GPU-accelerated using SDL

Cellular automaton (Conway's Game of life, lenia)

- My attempt at making Conway's Game of Life and expanding it into a lenia cellular automata that uses continuous data instead of discrete which is what Conway's Game of Life uses.

C++ game engine framework: VEngine

- A Custom game framework to make voxels and voxel games. Using OpenGL API and GLM for linear algebra.

EDUCATION

Bachelor of Engineering: Robotics And Embedded Systems Engineering, Expected in 06/2027

Aberystwyth University - Aberystwyth, United Kingdom

Relevant Coursework:

- Algorithm and Data Structures, Artificial Intelligence
- Robotics and Embedded Systems
- Algebra and Differential Equations
- Mathematical Physics, Sensors and Electronics

A-level: 06/2023

Dudley Sixth Form - Dudley, West Midlands

- Computer Science, Mathematics, Accounting

EXPERIENCES

FOSDEM Volunteer, 02/2024 - 02/2024 Belgium

FOSDEM is a Free and Open-source Software Developer's European Meeting and is when engineers from different fields come together to attend talks on various topics.

My roles included

- Setup and help manage the stands at FOSDEM
- Leading a group of 10 people to help clean up and organize the equipment at the end.

UKIEPC:

Took part in the 2024 UKIEPC against other universities in the UK and came 4th in Wales.