

Deep Sohelia

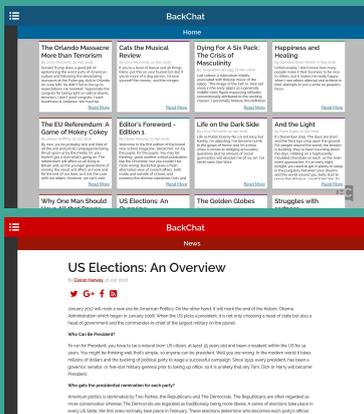
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My Creations:



EPQ - The Design and Manufacture of a Handheld Games Console. A handmade wood, aluminium and brass Games Console capable of playing retro games and watching media. It is powered by a Raspberry Pi Zero, and runs Recalbox as an OS. I designed the circuitry, and the casing, sourcing materials for both from local or retail sources, building links between the school and local wood and metal suppliers.



backchat.kefw.org - The School Newspaper website, which I designed and implemented the frontend for, while leading and consulting a team of developers on the backend, communicating my needs from a backend, and agreeing on a specification

Summary

Hard-working, technologically minded person, currently seeking summer internships to broaden his skill set and to gain industry experience. Has a wide set of skills and characteristics ideal for the workplace. Capable of working in any environment, as part of a group or as an individual. Works well under stress, and always meets deadlines. Loves learning new skills and acquiring knowledge.

Education

Loughborough University

MEng Product Design Engineering — 2017-2022

Modules studied include: Mathematics for Manufacturing Engineering, Engineering Science, Manufacturing Design, Materials and Manufacturing Processes, Product Design (Ergonomics & Visualisation)

King Edward VI Five Ways

A-Levels and EPQ — 2015-2017

Maths: A*, Physics: A*, Further Maths: A, Computing: B,

EPQ - The Design and Manufacture of a Handheld Games Console: A*

King Edward VI Five Ways

GCSEs and FSMQ — 2010-2015

Design & Technology: Systems and Control Technology: A*

Mathematics (Higher Tier): A*, English Language: A

Computing: A, Biology: A, Chemistry: A, Physics: A

Others: 1A, 5B, 1C, and FSMQ - Free Standing Maths Qualification: C

Responsibilities

Technology Prefect at King Edward VI Five Ways- 2016-2017

Helped students of all years design and implement a wide variety of projects

Volunteered with Laser Pharmacy - 2014

Delivering parcels bi-weekly by bicycle to patients unable to travel

Achievements

- Created my own Handheld Games Console - June 2016 - March 2017

Shown left, I designed, created and presented the product and my journey developing it to an audience of my peers and guests including employees at Jaguar Land Rover. This project quickly taught me the importance of plans and managing burn out, as well as learning to build professional relationships as I sourced my metals and wood locally, where applicable.

- Created a fast, responsive website for the School Magazine, leading a team to develop the backend. - September - December 2016

Second item on the left, this project was completed within 6 weeks, with a second version ready before Christmas 2016. The key skills learned from this included how to work to strict deadlines, as the website had to be working when each edition was released, and how to communicate with non specialist people, such as my client, when I was updating them on my progress.

- 1st Place at Hack The Holidays, as part of a team - December 2016

Hack The Holidays is a christmas themed hackathon, where I helped create a Floppy drive-powered musical instrument, shown overleaf. I learnt how to prioritise under pressure, how to communicate, and how to keep group momentum and morale going when we were sleep deprived and frustrated.

- Created my own Game and Game Engine - 2012-2017

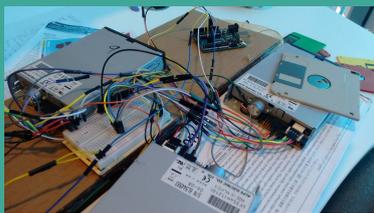
While learning to code, I unsuccessfully tried to make my own game. Using what I learned from this failed attempt, I designed and built a full Game Engine for my Comp Sci A-Level. This project taught me a lot about managing scale and not letting ambition ruin progress. I learned how I work, how to motivate myself, and how to set achievable targets to ensure that I progressed.

- Gold in Senior Maths Challenge, Reached Senior Kangaroo - 2017
- Hobbs Prize for EPQ, Edgbaston Proprietary School Award, King Edwards VI Five Ways School Leaving Exhibitions - 2017
- Gold in Biology Challenge - 2014

for me to write the templates too, allowing seamless integration between the front and backends, without cross-examining code. The front end is handwritten HTML, CSS and JS, while the backend is largely dependant on Jekyll.



One of the first pieces of jewellery I designed and manufactured by hand, 25 pieces totalling 100 hours of casting and sanding work. Any two identical pieces slide together to complete the heart. Cast from pewter, it is cheap, lightweight and non-toxic.



Our Entry for Hack The Holidays 2016. An arduino-driven array of Floppy Drives, used to create music. We initially intended to use ten but power limitations meant we used two. The motor used to move the reading head is driven using a PWM signal at the desired frequency, creating a musical note. These signals were output by the arduino, which was given code generated by a MIDI converter we wrote.

References

Available upon request.

Skills & Attributes

Technical Skills:

- 5+ Years Hobbyist experience with common Web Technologies
- Experienced with Git - School Newspaper is hosted on Github Pages
- Confident Lathe Operator - 200+ Hours in-school experience
- Strong Mathematical Ability
- Proficiency with Microsoft and Google Office products
- Well versed with manual workshop tools - 500+ Hours experience
- Experienced with Group and Time Management services such as Trello - I use them frequently to manage projects and teams
- Trilingual - English (Fluent), Gujarati (Fluent), Hindi (Proficient)

Additional Skills

- Dependable interpersonal skills

I often work in groups of 3-5, and this tests my communication skills regularly. With the school website, at Hack The Holidays, at Hack The Midlands (another Hackathon) and countless other smaller projects. I have improved my communication skills significantly through these events, relaying technical information succinctly, updating team members on progress. I am empathetic and can help when others are in need (I am a listener on 7Cups.com) and I can present my findings and market myself as I did with my EPQ.

- Experienced at leading a team

Through school group projects, personal projects, and the Newspaper Website project, I have learned how to independently and efficiently lead a team, collating feedback, delegating tasks to the most appropriate member while evenly distributing the workload, resolving practical as well as interpersonal issues with projects. I conduct myself professionally, reporting progress to the client, responding to issues and feedback clearly, ensuring a high quality of work. Unlike hobby projects, no corners could be cut, and that pride in my work has stuck with me since.

- Diligent, work-minded

My EPQ spanned most of Year 13, while I was sitting 4 A-levels. I quickly learned how to manage my time and motivate myself, without sacrificing lessons, work, or my extra-curricular activities. I also volunteered at my local pharmacy in 2014, which taught me about personal and professional responsibility. I was delivering medicines by bicycle, seemingly always uphill. Despite being physically demanding, I had volunteered for a role I believed was valuable, and I never missed a shift, and I made sure all the medicines arrived in pristine condition. I learned to take pride in my work, no matter what or how challenging it may be.

- Communicates clearly and efficiently with persons of many professions

Throughout my school life, I worked with a large group of people. Programmers, Electronics, Materials and Manufacturing Engineers, Artists, UX Specialists, Economists and Psychologists, among others, each at varying stages within their field. I learned that I needed to understand the appropriate terminology for each field to converse with them in a clear, concise way. All my projects reflect this, and this has helped me both when leading a team, and working within one.

- Highly creative

I have worked on many projects over time, all of which required creative input, be it physically in terms of design, or laterally, when it comes to solving issues. My portfolio is available on my website, where you can see these.

Hobbies and Interests

Hobbies: Electronics Enthusiast, Web Dev and Designer, Cycling, Jeweller, Guitarist.

Interests include: Computer Science, Linguistics, Physics, Chemistry, Material Science, Manufacturing Processes, Politics, Psychology, Music, Astronomy, Food Science, Asian Culture and History