

Gabrielle Gadjakaeva

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Final-year Computer Science student at Queen Mary University of London aspiring to advance my career within the technology sector. I have practical experience in data analysis, software development, and web technologies. Proficient in Java, Python, and Web development languages, with strong problem solving and teamwork abilities gained through both university and professional experience. I am highly adaptable for work in dynamic, fast-paced environments.

Education

BSc Computer Science, Queen Mary University of London | 2022 - 2025

Final year Undergraduate student on track to graduate with 1st class Honors.

Some modules include Object Oriented Programming, Web Programming, Neural Networks and Deep Learning, Automata and Formal Languages, Operating Systems, Probability and Matrices, Database Systems, Graphical User Interfaces, Internet Protocols and Applications, Software Engineering, and Algorithms and Data Structures.

A-levels, Brampton College | 2020 - 2022

Mathematics, Economics, Computer Science – AAA

GCSEs, Queen Elizabeth's Girls' School | 2018 – 2020

10 GCSEs with grades 9-7 in Mathematics, English, and Triple Science

Experience

● Part-time Data Analyst, MGR Weston Kay LLP | September 2024 – March 2025

● Data Analyst Intern, MGR Weston Kay LLP | July 2024 – September 2024

- Leading the data migration project across accounting software, reporting directly to a partner
- Conducted migrations while maintaining data integrity by strict deadlines
- Supporting and training members of staff
- Reviewed data migrated by trainees and liaised with external parties
- Assisted with the migration of sensitive client data from one accounting software to another. This was part of a year-long migration plan between multiple accounting firms merging
- Prepared extensive How-To guides on the migration process
- Was shadowed by multiple work experience students.

Demonstrator, Queen Mary University of London | September 2023 – December 2023

- Helped students with tasks in module labs and marked their work for the Procedural Programming module.

Skills

- **Java** and **Python** through multiple university modules
- **C# (Unity)** to create a 2D platformer influenced by the players' biometric data
- **HTML, CSS, JavaScript, and PHP** to build responsive web applications including a portfolio website with a fully functional blog
- **Django** and **SQLite**
- **Vue, React, and React Native**

- **Unity**
- **Problem Solving:** Developed strong analytical thinking through my experience at MGR and during university projects.
- **Communication:** Communicated effectively with team members in group projects as well as colleagues and senior partners in a professional setting.
- **Adaptability:** Quickly gained proficiency in several new accounting systems and evolving project scopes.
- **Time Management:** Managed part-time work and university responsibilities concurrently, while consistently meeting deadlines.
- **Team Collaboration:** Worked with university peers, work colleagues, trainees, and outsourced teams to ensure successful project delivery.

Hobbies

- **Mixed Martial Arts:** Improved discipline and focus.
- **Professional eSports:** By being the captain of several eSports teams, I enhanced my communication and leadership skills. This demonstrates my ability to remain calm under pressure.