

# Sam Sully

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Computer Science finalist at Cambridge University.

## Education

- BA (Hons) Computer Science**, *University of Cambridge*. **2017–2020**  
Predicted 1st. Including modules on networking, communications and digital signal processing and a final year project on peer-to-peer networking.
- A-Levels**, *Monmouth School*. **2015–2017**  
4 A\*s in Mathematics, Further Mathematics, Physics and Computer Science.
- GCSEs**, *Monmouth School*. **2013–2015**  
9 A\*s and 1 A including Mathematics, English and Sciences

## Final Year Project

**Title:** *A Peer-to-Peer Distributed Online World*

**Supervisor:** Prof. Jon Crowcroft

**Description:** Building a decentralised 3D world using a custom implementation of the Kademia distributed hash table.

## Technical Skills

**Programming Languages:** Java, Python, SML, C/C++, C#, Lua, SQL, VB.NET.

**Linux:** Sysadmin experience.

**Electronics:** Self-taught and learned at university.

## Projects

- Minecraft MMORPG Overhaul**, *Java*. **2015**  
A significant overhaul to the video game Minecraft giving players MMORPG style skills and abilities.
- SKIPI**, *Python, Electronics*. **2016**  
Telemetry software for high altitude balloon payload, takes photos and records GPS position and transmits these via low-power radio.
- Icarus**, *Java, Electronics*. **2017**  
Extended software for high altitude ballooning allowing remote control of airborne Raspberry Pi, including full, SSH-like command line access.

## Volunteering

- SRCF Sysadmin (2017–present):** The Student Run Computing Facility (SRCF) operates the servers responsible for the websites and mailing lists of most Cambridge University societies.
- Cambridge Assassins' Guild Umpire (Michaelmas 2019):** Organised a term-long game of 'assassins', this involved managing publicity, organising socials, dealing with disputes and coordinating hundreds of players.
- Robinson College Entertainments (ENTs) Officer (2019):** Organised weekly 'bops' in college, this involved organising fire stewards and DJs as well as working behind a bar and occasionally dealing with difficult customers.
- Robinson College Video Game Society Chair (2019-2020):** Organised weekly meetings of the society and arranged some larger tournaments.
- Robinson College Film Society President (2018-present):** Organise and publicise weekly film nights, ensuring I follow relevant licensing laws.

## Interests

**Game Development:** Enjoy developing small games in my own time.

**High Altitude Ballooning:** I occasionally send Raspberry Pis attached to helium balloons to the stratosphere and track them down using radio.

**DJing:** I am a keen amateur DJ and I frequently DJ Robinson 'bops'.