

Louis Bishop

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EDUCATION

- 2022 - present BSc Computer Science at **University of Leeds** (1:1)
(*Digital and Technology Solutions*)
- 2015 - 2021 A-Levels at **Sutton Grammar School** (A* A* B B)
(*Computer Science, Electronics, Maths, Physics*)

WORK EXPERIENCE

Technology Degree Apprentice Sep 2022 - present
Pricewaterhouse Coopers

- Joined PwC as part of their Computer Science degree apprenticeship program.
- Worked full-time summers and 2024/25 academic year at Associate level.
- Focused on data analysis, transformation, automation, and Python scripting within Alteryx.

Lead Onboard Data Systems Designer & IC Electrics Sub-Team Lead Oct 2024 - Present
Leeds Gryphon Racing

- Joined LGR to combine computing expertise with an interest in motorsports.
- Designed and implemented onboard telemetry: PCB, connected hardware, and Python software suite.

Computer Science Tutor July 2019 - Feb 2021 / Present (*Independent*)
StudyBox / Independent

- Created programming and logic curriculum for early learners.
- Transitioned to independent tutoring with focus on secondary school students and game development.

Assistant Manager Dec 2021 - July 2022
Belong Gaming Arenas

- Managed hiring, scheduling, training, and delegation.
- Built skills in social media management, customer service, and community development.

PROJECTS

FS25 Data Acquisition System Python, PyQt, RS232, CircuitPython
– Designed and built custom telemetry hardware and Python software for Formula Student 2025.
– Enabled real-time data capture, translation, and wireless pitwall communication.
– Delivered a full toolchain including client-server streaming, logging, and analysis dashboards.

IMDb Data Classifier Python, scikit-learn, NLP
– Built NLP pipeline to preprocess and vectorize IMDb reviews.
– Trained multiple ML classifiers and tuned hyperparameters to improve accuracy.
– Won *1st Place LeedsHack 2025 IMDb Challenge* against student teams.

JACK Compiler C
– Implemented Lexer, Parser, and Symbol Table for the JACK programming language.
– Produced an end-to-end compiler front-end supporting tokenization and AST generation.
– Gained deeper understanding of low-level memory representation and compilation.

TECHNICAL SKILLS

Programming Languages: C, C++, Java, Python, JavaScript, Rust, HTML, GML
Misc: Electronics Theory, PCB Design, Linux, Agile Development