

Louis Cooper

Creative Technologist
& Developer

Contact

✉ Louis.coops@virginmedia.com

📍 Kent/Norwich

🌐 Louiscooperportfolio.co.uk

Technical Skills

- C++
- C
- Python
- Java
- HTML, CSS
- JavaScript
- Unreal Engine
- Blender
- Adobe Suite
- Microsoft Suite

Extras

- UK full driving license & car
- Level 3 emergency first aid trained

References

Available upon request

About Me

I'm a highly ambitious and motivated problem solver, with a solid background in computer science, project management, and leadership. With hands on experience in streamlining operations and working on a range of client projects, I work well in fast paced environments that push me to solve complex problems. By combining technology, creativity, and resourcefulness, I deliver efficient results while always looking for ways to expand my skills in both professional and personal settings.

Work Experience



Colleague

Tesco Express



2023 - current

- Achieved *Gold Standard Shift Leader* status covering legal compliance, leadership, and problem solving
- Streamlined operations, achieving highest store pick rate on Whoosh
- Managed compliance stock routines; joined managerial meetings to address warehouse overstock
- Improved backstock sorting system with custom signage
- Recovered thousands in stock via verification and sorting
- Created automated Excel tools for pay verification and troubleshooting
- Trained new hires on routines, efficiency, and uniform management



University Lab Tutor

University of East Anglia



2024-2025

- Delivered lab sessions and assisted students at a Masters level (*Level 6*) on a module about games development
- Created labsheets and first major assignment and mark scheme, co-developing a lecture



Takeaway Front of House

Cobham Inn

2018 - 2021

- Sole front of house managing customer orders and complaints via phone, walk-ins and Just Eat simultaneously
- Developed custom order entry app to improve speed and accuracy when first starting



Eastenders Editor Shadowing

BBC



2019

- Observed professional workflows across departments and gained project management experience on high pressure, large scale projects

Education



University of East Anglia

Masters in Computer Science

2021-2025

- Graduated with 76% - *First Class with Honours*
- Balancing full-time study with near full-time hours at Tesco and developing/delivering Master's level teaching materials
- Represented UEA in Computer Science promotional media



Sir Joseph Williamsons Mathematical School

2014-2021

- A levels in Maths, Computing and Design Tech as A A A

Personal Skills

• Leadership

My time at Tesco has taught me to be a confident leader of a team, and all aspects it entails. Most importantly, ensuring coordination among team members while prioritising safety.

• Communication

Whilst working in a fast paced environment like the takeaway, effective communication between the kitchen and I was essential to keeping things running smoothly. I also prioritise being approachable and understanding, ensuring that my colleagues and students feel confident in sharing their thoughts and concerns with me.

• Project Management

Throughout university, I recognised the importance of managing timelines and resources to meet deadlines while balancing my studies alongside two jobs. My shadowing experience at the BBC made this clearer – seeing effective project management was crucial when coordinating across departments.

• Problem Solving

My ability to solve problems has lead to an increase in efficiency wherever I work – being chosen to help improve store operations at Tesco, or improving the method of taking orders at the takeaway.

• Decision Making

When on duty at Tesco, I regularly make decisions that determine priorities that the store's smooth operations rely on. When working at the takeaway, I was also entrusted with autonomy to address customer problems, including making difficult decisions regarding refunds and other resolutions.

• Operational Planning

Leading a store on a busy day with only one other staff member breeds a lot of chaos that needs to be controlled. As a result, I've become skilled in anticipating customer needs during peak periods and ensuring high-demand products, such as sandwiches at lunchtime, are ready and available – helping to maintain a smooth and efficient customer journey

Projects

• WW2 Museum Attraction Scoring System (current)

Designed and developed an automated scoring system using a Raspberry Pi and webcam to track the accuracy of a mounted gun aiming at a projected target. The system featured a responsive GUI, real-time yellow dot detection, and accurate scoring logic, earning a mark of 79% as part of a university module. Since submission, training data from the final hardware setup has been taken to continue development of a fully functional client-ready solution.

• Speech Recogniser to Detect Names Being Spoken

Developed a speech recogniser in Python, implementing feature extraction, acoustic modelling, and deep neural networks. The data capture and visual feature extraction were described as "exemplary", and the presentation was praised by one of the AVP specialists assessing the project as "the best work they saw," earning a mark of 86%.

• Synoptic University Project

Managed a team replicating real-world applications for actual clients, utilising strong leadership and time management skills to create a solution for a real problem in Govan Scotland. Our solution produced a functioning website allowing a user to donate, view and manage items in stock at a local food bank.

• Unreal Game Development

1. Developed a short game for a Game Development module achieving 88%, consisting of cutscenes and a boss battle, with major interest from the experienced project marker who noted his company would consider purchasing the created components as a plugin.
2. Developed a game in Unreal Engine using Vicon Motion Capture technology, with a 60 page in depth report, with direct communication to Vicon professionals. Almost all models and technical elements created by myself from scratch in Blender, replicating a stylised low poly orthographic world.

• 3D Modelling

1. Modelled my family's new kitchen, creating a range of units and drawers, along with other furniture. Using Virtual Reality, my mother could then experience her new kitchen from the inside, and make necessary adjustments. These blueprints were then used by the builder as a reference for his work.
2. Modelled and then built an office using Blender and a range of construction skills. Adding wooden supports, sanding and painting, with assistance from my dad for the installation of the drywall and wiring. Smart devices were integrated into wiring across the room to automate things like the blinds and the lights.

More projects available on my website