

MICHAEL TAN-SIKORSKI

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TECHNICAL SKILLS

Languages: Java, Python, GDScript, C++, C, Haskell
Developer Tools: Godot, Unreal Engine, GitHub, Flask, JQuery, SQL, CSS Tailwind, LaTeX
Libraries: Pygame, NumPy, Matplotlib, SQLite

EDUCATION

University of Warwick Sep. 2024 – June 2027
BSc Computer Science - Predicted First
Highgate School Sep. 2009 – July 2024
A-Levels: Computer Science: A, Maths: A*, Further Maths: A, Physics: A. GCSE: Eight 9's, two 8's*

EXPERIENCE

Software Engineer Jul. 2025 – Sept. 2025
Safe Autonomy Research Group, WMG
Coventry, United Kingdom

- Designed and implemented innovative game modes in Safety Pool™ Studio, a platform for scenario-based road safety testing.
- Used the Godot engine to enhance user engagement while aligning with autonomous vehicle safety goals.
- Collaborated with research engineers to integrate game features into a graphical scenario generation tool.
- Gained practical exposure to Autonomous Driving Systems Verification and Validation algorithm design.

Game Developer and Founder Dec. 2024 – Present
Prelude Game Studios
London, United Kingdom

- Founded and managed an independent game studio focused on innovative 2D and 3D game development.
- Sole developer of debut title "Amaz'd," engineered using OOP principles using Python and Pygame, achieving positive global reviews on Steam.
- Designed advanced features such as custom enemy AI and procedural level generation to enhance gameplay depth.
- Built and maintained the entire development pipeline for all studio projects, including testing, debugging, and deployment for cross-platform release.

Shop Assistant Sep. 2022 – Dec. 2022
Haven House Charity Shop
London, United Kingdom

- Delivered attentive customer service on the shop floor, making sure to provide assistance and foster a welcoming retail environment to customers.
- Collaborated efficiently with team members in the shop back-end, adapting communication styles to streamline the process of organising and labelling donated clothes, enabling quicker restocking on the shop floor.

Video Editing and Content Creation Apr. 2021 – May. 2021
Little Big Bell
London, United Kingdom

- Produced and edited high-quality interior design and lifestyle video content, including branded segments for major clients such as Amazon.
- Delivered engaging public-facing videos that attracted significant online traction, accumulating thousands of views on Instagram.

COMPETITIONS

<WHACK> Hackathon - Title Winning Video Game | *Python, Pygame, Github* Oct. 2024

- Led a team of four in designing and developing an educational app to teach financial literacy to children, winning the title out of a field of 150 contestants.
- Optimised team performance by strategically assigning roles to leverage individual strengths and maximize productivity under tight deadlines.
- Pitched the project to Capital One representatives in a time-pressured presentation, demonstrating clear and efficient communication.

Cyber Centurion IX - National Top 20 | *Ubuntu, Linux kernel, OS Hardening* Sep. 2022 – Jan. 2023

- Collaborated in a team to secure a compromised linux-based system through use of a virtual machine.
- Task delegation, vulnerability mitigation, and operating system hardening under timed conditions, strengthened technical skills in Ubuntu and the Linux kernel.

PROJECTS

PRiSE QMUL Planet Hunting Certification - Research Project | *Matplotlib* Sep. 2022 – Mar. 2023

- Conducted comprehensive research on exoplanets, collaborating with a team to present findings at a scientific event.
- Developed a Python-based classification model for exoplanets in binary-star systems, utilising Matplotlib to create clear and effective data visualizations.
- Applied NumPy to perform statistical analysis, including chi-squared testing, to estimate model error and validate results against official NASA datasets.

NVIDIA Jetson AI Certification | *Linux, Python, Neural Networks* June 2023 – July 2023

- Developed and trained an AI detection model utilising the ResNet18 neural network architecture on a Jetson Nano, enabling colourblind individuals to differentiate Skittle flavours based on colour recognition.
- Gained hands-on experience in machine learning by optimising model accuracy through iteratively training epochs and evaluating performance.