

Hayden Holt

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EDUCATION

University of Surrey

BSc (Hons) Computer Science

Guildford, UK

Sept. 2025 – Present

Burford School

A Levels: Computer Science (A), Mathematics (A), Physics (C)

Burford, UK

Sept. 2023 – June 2025

EXPERIENCE

Weekend Supervisor — Alfred Groves & Sons Ltd

Milton-under-Wychwood

June 2023 – Present

Oxfordshire, UK

- Oversee weekend site operations, including independently opening and securing buildings and compounds
- Handle cash and card transactions accurately while following secure cash-handling procedures
- Resolve customer complaints, process deliveries, and place stock orders

Minecraft Server Developer / Administrator

Chipping Norton

January 2025 – August 2025

Oxfordshire, UK

- Developed and maintained multiplayer Minecraft servers using Skript, Spigot and other third-party plugins, creating unique gaming functionalities
- Operated servers peaking at 50+ concurrent users while founding a Discord community of 200+ members
- Iterated on gameplay features using player feedback, gaining practical experience in programming, debugging and managing a live user community

PROJECTS

Scheduleloop | *JavaScript, React, Firebase, Firestore, Vite, Recharts*

January 2026 – Present

- Developed a SaaS-style application that uses historical demand data and business context to predict staffing requirements
- Implemented Firebase Authentication and guided onboarding as well as Cloud Firestore persistence for storing business preferences
- Built CSV ingestion and backtesting alongside 4 configurable day types to model normal, quiet, busy and event-driven demand.
- Developed 64 automated tests covering forecasting, scheduling, CSV processing, rota management and labour-cost calculations, including validation and edge cases.

Used-Car Prediction | *Python, Pandas, Scikit-learn, Matplotlib*

August 2026 – Present

- Built a machine learning regression project that used 10,781 listings to predict used BMW prices
- Cleaned the dataset by removing 185 rows that contained duplicates, invalid records or outliers
- Implemented both Random Forest and Linear Regression models to train and compare, resulting in improving test R^2 from 0.867 to 0.959
- Achieved a mean absolute error of £1506 with the Random Forest model, reducing the average absolute error by approximately £1433 compared to Linear Regression

GameFinder REST API | *Java, Javalin, SQLite, Maven, JUnit, Mockito*

April 2026 – May 2026

- Extended a REST API with 11 endpoints for querying games, developers, player accounts and favoured games
- Implemented SQL queries across a relational SQLite dataset with 17,500+ records
- Used Flyway migrations to extend the database and allow player accounts and favourites, implementing GET, POST, and DELETE operations
- Used 59 JUnit tests, including 11 end-to-end integration tests using REST Assured, to validate the API controller, DAO and model behaviours

TECHNICAL SKILLS

Languages: Java, Python, SQL (SQLite), JavaScript, HTML/CSS

Frameworks: React, Javalin, JUnit, Mockito

Developer Tools: Firebase, Firestore, SQLite, Git, Maven, Vite, Node.js, Flyway, REST, GitLab

Libraries: pandas, NumPy, Matplotlib, scikit-learn, Recharts