

MARK IMADE

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Education

University of York Expected June 2028

B.Eng. in Electronic and Computer Engineering

- Grade: 89.67% Overall (1st Year)

University of York International Pathway College Jan 2025 – Aug 2025

Foundation Certificate in Computer Science and Engineering

- Modules: Electronics, Robotics, Advanced Mathematics
- Grade: 95% Overall

Experience

Inspiring Black Future Leaders Insight Event – Deutsche Bank June 2026

- Selected for insight program to explore roles across Investment Banking, Technology, and Fixed Income through interactive networking and Q&A sessions

Full-Stack Software Developer – York Community Consulting Mar 2026 – Present

- Develop and maintain YCC's website, implementing new features to support project delivery
- Implemented RESTful APIs to serve application data, integrating Redis caching to reduce latency
- Refactored fragmented search filters into a unified and reusable TypeScript component, reducing UI clutter and improving application review process
- Researched and implemented backup strategy in Google Firebase to ensure business continuity
- Conducted code reviews and carried out QA tests to maintain code quality and consistency

Electronics & Chassis Team Member – York Formula Student Sept 2025 – Present

- Contributed to the development of a battery powered race car for YFS's FSUK debut
- Prototyped shared mount for diagnostic test points and 3 power components in Autodesk Fusion
- Supported development by taking measurements, machining, and polishing vehicle parts

IEUK Technology and Engineering Intern – Bright Network June 2025

- Analysed 400k+ lines of web traffic logs using Python, accurately identifying suspicious activity patterns and recommending effective bot control strategies in a technical report
- Gained exposure to the tech and engineering industry through presentations and Q&A sessions

Projects

Model to Market: Hybrid Trading Hackathon | Python, Claude Agents June 2026

- Emerged as a finalist in a two-week hackathon to develop trading strategies using agentic AI
- Built a mean-reversion + manual trading strategy, using a mix of resources such as Claude Agents, Pydantic, and the MT5 API to optimise capital allocation
- Backtested strategies across 17 symbols using Pandas and Numpy against 20GB of market data

Arvid: Game & Handheld Console | C++, Typescript, HTML, CSS, STM32 Feb 2026 – June 2026

- Collaborated with 5 students to develop a game console and 2D game from scratch using C++
- Programmed game logic using an ECS design pattern enabling quick prototyping
- Aided design of custom PCB, reviewed console prototypes, and soldered components
- Developed a promotional website using Next.js, TypeScript, Tailwind CSS based on Figma designs

Skills

Languages: C++, Python, JavaScript, TypeScript, HTML, CSS

Technologies: Git, React, Next.js, Tailwind CSS, Firebase, Redis, Pandas, Numpy

Software: Autodesk Fusion, Figma, MS Excel, MS Word