George Tong

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EDUCATION

University of Birmingham Sep 2025 - Jun 2029
B.Sc. Computer Science with a Year in Industry
Year 1 average: 78% (first-class)

Coopers' Company and Coborn School Sep 2018 - Jul 2025
A-Levels: Computer Science A*, Maths A, Physics A
9 GCSEs at grade 7 to 9 (A to A*)

WORK EXPERIENCE

RATP Dev Jun 2024
Placement *London, UK*

- Shadowed a software developer rolling out maintenance software for a fleet of buses
- Designed an Arduino-based IoT prototype to transmit ramp motor current data to a remote server
- Analysed ramp motor current readings to identify early signs of ramp malfunction

Data Annotation Tech May 2024 - Present
AI Code Reviewer

- Provide feedback on AI-generated code by identifying any errors and rewriting responses across dozens of outputs weekly
- Evaluate the latest agentic coding models using historical bugs from open source projects, reproducing failures and developing working solutions
- Document model failures by comparing expected and actual behaviour to explain where generated fixes fail

CyberFirst Advanced (NCSC/GCHQ) Aug 2024

- Completed a selective National Cyber Security Centre (NCSC) cybersecurity programme covering digital forensics, penetration testing, encryption, OSINT, and command-line tools
- Achieved 2nd place individually among approximately 70 participants in the final Capture The Flag competition at the end of the course

PROJECTS

BiasCheck – Hackathon Winner Mar 2026
birmingHack 2.0

- Won "AI for Tackling Misinformation" category and the Capture the Flag competition
- Developed an AI-powered news bias analysis tool using Django, integrating Google News RSS and NewsAPI to retrieve articles, using Trafilatura to extract article text
- Designed a structured prompt-engineering pipeline to generate a bias score using sentiment analysis

Exam Question iPad App May 2025 - Jun 2025

- Built an iPad app for timed exam question practice, allowing users to complete questions while tracking metrics such as time and score over time
- Designed backend with Express.js and MySQL, and frontend using SwiftUI
- Devised a Python script to automate finding, extracting and labelling practice questions
- Implemented a CDN to serve question images, offloading image delivery from the application server and reducing load time

Uncover - Book Discovery App Feb 2024

Apple Swift Student Challenge Entry

· Published an iOS app on the App Store, developed using Swift Playgrounds, allowing users to discover extracts from books with the familiarity of short-form content platforms
· Implemented scroll-based browsing of the top 100 classic books with the option to save favourites to a personal library

EXTRACURRICULAR

Computer Science Society Committee Apr 2026 - Present

Social Secretary *University of Birmingham*

· Organise social events for the University of Birmingham Computer Science Society with 400+ members
· Worked with the committee to expand the society's social programme, organising new events including a bar crawl and collaborations with other societies
· Developed a structured plan for social activities during freshers week to help new students integrate into the community

CS Captain & Maths Tutor Sep 2023 - Jul 2025

· Led a weekly programming club, teaching Python and programming fundamentals to 15+ younger students and doubling club participation
· Tutored Maths GCSE students, improving students' confidence by strengthening weaker topics

House Captain September 2024 - July 2025

· Managed house events and led assemblies to provide a sense of community among 250+ students

TECHNICAL SKILLS

Languages: Python, JavaScript, Java, Swift, SQL, HTML/CSS

Frameworks & Runtimes: React, Express.js, Django, SwiftUI, Socket.IO, Node.js

Database & Cloud: PostgreSQL, MySQL, Railway, Cloudflare R2, Netlify

Developer Tools: Git, GitHub, Docker, GitHub Actions, Linux, REST APIs, CI/CD