

Edward John

Curriculum Vitae

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PROFILE

Ted is currently in his third of four years studying for an M.Eng in Computer Science at the University of Manchester. Since the age of nine, he has had a strong passion for programming, and has worked on over 70 personal software projects in his spare time. Through these he has developed a deep understanding of a wide range of software development tools and platforms. In preparing for, and participating in, two 24 hour hackathons, and twice reaching the national finals of British Informatics Olympiad, he has honed his skills in rapidly designing and developing algorithms to solve problems. He is now seeking a team programming role in commercial software or game development.

SKILLS

Languages

Experienced	Good working knowledge	Familiar
C	ARM & x86 assembly	68000 assembly
C++	CSS	BASIC
C#	HTML	MATLAB
Java	JavaScript	Pascal
VB.NET	L ^A T _E X	PowerShell
	MySQL	Python
	PHP	Verilog

APIs / Frameworks

- Android, ASP.NET (MVC, Razor, WebForms), WinAPI, WinForms, WPF
- DirectX, OpenGL, SDL, XNA
- jQuery, .NET Framework, STL

Software / OS

- Android, Git, Linux, Microsoft Office, Windows, Visual Studio

Team work

- Project leader and developer for first year university web application project team of six.
- Collaborated with friends and family on software and game projects using source control.
- Contributed code to open source projects such as CorsixTH.

Problem Solving

- Algorithmic problem solving experience and practice from British Informatics Olympiad.
- Teamwork problem solving experience from first year university project.
- Answering programming queries and developing solutions to problems raised on Stack Overflow.
- Solving 24 hour hack challenges in Hack Manchester 2012 and 2013.

ACHIEVEMENTS / PUBLICATIONS

Hack Manchester

2012, 2013

Museum of Science and Industry

Competed in a team with two colleagues against over 50 other teams in a 24 hour long hackathon. Came runner up in two sponsored challenges and won the University challenge. In 2013, competed with three other colleagues against over 70 other teams. Won the £800 Layershift challenge for developing an online browser game hosted on Layershift's Platform as a Service (PaaS) with integration to Novation Launchpads and Playstation Move controllers.

British Informatics Olympiad

2010, 2011

University of Cambridge

One of 15 finalists in the British Informatics Olympiad (sponsored by Lionhead Studios) two years running.

Flag Group

Sep 2008

Code Project

A structure to store up to 32 booleans in a 32-bit integer written in C#.

<http://www.codeproject.com/Articles/29388/Flag-Group>

Tile Editor Control

May 2008

Code Project

A control to edit maps or small pictures in tile form written in C#.

<http://www.codeproject.com/Articles/26044/Tile-Editor-Control>

EDUCATION AND EXPERIENCE

Web Applications UK

Jul - Sep 2013

Software Engineer

Worked in a team prototyping a web interface for a new enterprise web application package used by travel booking companies and collaborated in both backend and frontend design using C# ASP.NET and JavaScript.

University of Manchester

2011-2015

MEng (Hons) Computer Science Undergraduate

Studied many modules including set theory, object-oriented programming and microarchitecture. Managed a team while co-developing to produce a web application over a period of four months. Predicted degree class 2.1/1st.

Kennet School, Thatcham

2009-2011

A level: Computing (A), Mathematics (A), Physics (C)

GCSEs: Computing (A*) Maths (A*), Science (AA), Systems and Control (A), English (BB), Geography (B)

INTERESTS AND ACTIVITIES

- Badminton, Table Tennis, Snooker, Pool
- Board games, Discussions, Puzzles

REFERENCES

Available upon request