



Contact

Phone Address

Email

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LinkedIn

<http://www.linkedin.com/in/elliott-thompson-10a08b1992c>

Github

<https://github.com/Kovah101>

Skills

- 4+ years of Java, Kotlin, C#, Git & Mobile development
- 3+ years of Python, Selenium, C, C++, Linux & Unity experience
- RESTful APIs, MVVM, MVI, MVC, Agile, CI/CD, JSON & SQL, Android SDK, Figma, Trello, GraphQL, Hilt, Dagger, Koin, Bitbucket, Jira

Personal Projects

DDD Note app

- Note taking app designed to use domain driven development, separating domain, data and presentation layers into their own modules, using Koin DI and Room database.
- Applied GPT-4 to speed up development and fix bugs.

TDD Network Pokedex

- Multi module app using test driven development with reactive programming via coroutines & flows, Hilt DI and UI in compose with animations. GraphQL and Retrofit for different datasets.
- Testing the ui, viewmodel, data and network layers.

Education

2011-2015

Masters - Mechatronics & Robotics
Highest 1st Class Honours
University of Leeds

References

Kirk Bratvold

Director of Software Development, Westgate

Billy Needham

Head of Development, Sonin

Elliot Thompson

Android Developer

A highly self-motivated software developer with great adaptability and communication. I have a keen ability to learn new skills and bring concepts to market quickly using the latest design theories and technologies. I am a very adaptable independent worker and team player, a keen problem solver and constant learner. Committed to finding simple solutions to complex problems and implementing them through clean impeccable code.

Experience

January 2024- Present

Westgate Technology Corp, Delta

Android Software Developer

- Created an MVI app that interacts with custom launchers, firmware updates, and system services with excellent test coverage & persistence across the entire Android lifecycle.
- Power management across all connected apps, editable locally or from server
- Low level programming to communicate through serial communication interface.
- Collaborative problem solver, efficient code reviewer and documentation creator.
- Bug fixes and live trouble shooting on an entire ecosystem of apps deployed and run in multiple countries. Power Management was also completed in 2/3 of the estimated time.
- Localisation across all applications in 7 different languages

November 2023- Present

FoodCLUB, Remote

Android Developer

- Proposed, redesigned and personally refactored app to use MVVM architecture.
- Designed and implemented Android CI/CD pipeline to tech leads specifications.
- Lead cross team technical discussions on CI/CD pipeline creation.
- Create beautiful compose screens, linked with compose navigation.
- Feature design collaboration with backend, iOS and UI teams.
- Designing maintainable clean code standards for reliability and readability.
- Architect behind offline first data priority and storage system.

June 2022- August 2023

Sonin, Reigate

Junior Android Developer

- Implemented video capture, stripe payment, twilio messaging, analytics, notifications, SQLDelight database, google maps & places API integration.
- SDK development and publishing experience, Play Console releases & updates, abstraction & optimisation for performance.
- Created custom UI (compose) and liaise with design and web teams to catch blocks & bugs quickly and release features and bug fixes efficiently.
- Part of a team that reduced sprint cycle time by 24% in 9 months using a combination of github actions and AI.
- Reviewed, tested and enacted new CI/CD technology that reduced average PR pickup time by 50%.

January 2020 - June 2022

Freelance Mobile Developer

- Charge My Car - UK based electric car charge point finder, with maps and navigation. Including Room database and data from RESTful API through Retrofit & OKHttp, saving favourites and permissions.
- Tri-Tap-Toe - 3D Tic Tac Toe with online multiplayer, AI bots, notifications & firebase login - completed in 5 months part time solo development, taken from concept to full release.
- Event Horizon - 2D endless runner game. 6 months of solo development, harnessing a new framework (LibGDX) to develop individual game systems. Taken from concept to Play Store release & updates including closed alpha testing feedback stage.

Hobbies & Interests

- British Decathlon Champion 2022 - specialising in picking up complex skills quickly
- Automating digital tasks using Python and Selenium
- Published first Unity game in C# with the help of ChatGPT - Hold My Jell-O