



Elliot Thompson

Software 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.

Contact

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LinkedIn

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

Github

<https://github.com/Kovah101>

Skills

- 3+ years of Java, Kotlin, C#, Git & Mobile development
- 1+ years of Python, Selenium, C, C++, Linux & Unity experience
- RESTful APIs, MVVM, MVI, MVC, Agile, CI/CD, JSON & SQL

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 & Counter

- Simple multi module apps to practise developing apps using test driven development with reactive programming through coroutines & flows, dependency injection and UI in compose.
- Testing the ui, viewmodel, data and network layers.

Education

2011-2015

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

References

Billy Needham

Head of Development, Sonin

Phone: +447985280058

Email: billyluisneedham@gmail.com

David Scales

Head of Operations, Sonin

Phone: +447944544449

Email: sscalesdavid@gmail.com

Experience

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 tech 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, 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.

September 2015- June 2022

Private Tutor

- Communicating new & complex concepts to a large age range of students (8-18).
- Periodically review and reprioritise efforts to maximise client benefit.

July 2015- June 2022

Private Personal Trainer

- Bespoke 1-2-1 sessions designed around sport specific goals
- Sport clients included: Tennis, Rugby, Karate, Netball, Cricket, Athletics, Triathlon

Hobbies & Interests

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