

### Contact

**Phone** 

**Address** 

#### **Email**

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#### LinkedIn

http://www.linkedin.com/in/elliot-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: Email:

#### **David Scales**

Head of Operations, Sonin

Phone:

Email:

# **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 independant 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**

## 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 pipline creation
- Create beautiful compose screens, linked with compose navigation
- Valueble start-up experience prioritising for MVP, feature design with backend, iOS and UI teams

#### 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 Al.
- 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, Al 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.

### **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