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.

Contact

Phone   **Address**

Email
elliotthompson101@gmail.com

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:

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 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.

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