

THOMAS GOODMAN

MSci Computer Science - University of Birmingham

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EXPERIENCE

Software Developer

Majestic (Majestic.com)

July 2016 - ongoing

Birmingham, UK

A 10-week placement at Majestic, developing innovative ways to represent and interpret their data. Mainly working on frontend & UX, but doing some backend too. Predominantly HTML, CSS & JavaScript.

- Released <https://labs.majestic.com/2016>, a "map of the internet".

Project Lead - Ace of Spades

JaGeX Games Studio, Cambridge

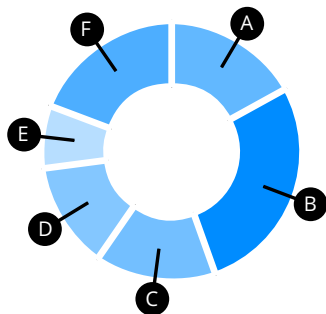
June 2014 - Sep 2014

Cambridge, UK

I was contracted by JaGeX to work on a dormant project - creating, implementing and testing innovative and solutions to various problems.

- Major fixes to Ace of Spades (see <http://aceofspades.com/>).

HOW I SPEND MY TIME



- A University Work
- B Computer Science Society
- C Hackathons
- D Gaming & Relaxing
- E Web Development
- F Socialising

EDUCATION

A2 Computer Science - A*

A2 Mathematics - A

A2 Chemistry - B

AS Music - A

AS Further Mathematics - B

GCSEs - 8 A*s 2 As

MY PHILOSOPHY

"It's not a mess, it's just informal."

Mary Berry

"Error 418 - I'm a Teapot"

HTTP (HTCPCP) Protocol

MOST PROUD OF



CSS UoB President (@CSSBham)

I'm the acting president at the University of Birmingham Computer Science Society for the coming year, and get to organise awesome events like HackTheMidlands (<http://hackthemidlands.com>).



Clarifai Developer Evangelist

I was selected as a Clarifai Champion in Autumn 2016, which is their initiative to shape upcoming developer evangelists.



Winner - AstonHack - Fall 2015

Created TwEAT, which was a data visualisation of Twitter networks, as part of a team of 4 (<http://devpost.com/software/tweet>).

LANGUAGES

HTML/CSS/JS

Proficient



Python

Advanced



Java

Advanced

