Ross Meikleham – CV

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		Email	RossMeikleham@hotmail.co.uk
Date of Birth	8th November 1992	**Github**	https://github.com/RossMeikleham

Education

Sep 2011 - Present

University Of Glasgow
Master in Science (MSci) Computing Science and Mathematics

Expected to graduate July 2016

Awards:

- O'Reilly Academic Prize for Best Overall Performance in Assessed Coursework in level 1 Computing Science in Session 2011-12

- Level 4 Combined Honours Class Prize

Sep 2009 - Jul 2011

Shenley Brook End Sixth Form
A Levels

Grades:

- *Computing* - A*
- *Mathematics* - A*
- *Further Mathematics* - A

Awards:

- Young Programmer Of The Year 2010 - 2011

Work Experience

Jun 2015 - Aug 2015

Toshiba Medical Visualization Systems Europe (TMVSE)
Software Engineering Intern

Over the course of my 13 week internship at Toshiba I developed a performance monitoring tool for one of their key infrastructure systems. This was intended to help pinpoint specific areas of their system which could be causing potental bottlenecks.

Technologies: C++11, Javascript, Qt, Mercurial, Visual Studio.

Nov 2013 - Apr 2014

Farmgeek
Android Developer Intern

During my 3rd year at Glasgow University I worked 1 day a week at Farmgeek helping to develop a prototype Android application called Agricountant. This application was a stock control management system for livestock farms,that helps farmers measure their farms' performance and improve animal welfare standards.

Technologies: Java, Android, Git, Gradle, Linux.

Jul 2012 -   Gulliver's Theme Parks
Aug 2012   *Ride Operator*

Over the summer of 2012 I worked as a Ride Operator at Gulliver's Land, this involved a number of responsibilities, including:

- Following device maintenance and safety procedures to ensure the safety of guests on the rides.
- Assisting guests with any queries they may have.
- Responding to emergency situations effectively and reporting these to a manager in a timely manner.

Open Source Projects

2014 -   Gameboy Color Emulator
Current   *https://github.com/RossMeikleham/PlutoBoy*

A portable Gameboy color emulator written in C, built as a hobby project.

2014 -   Design And Compilation Of A Front End Language For The Glasgow Parallel Reduction Machine
2015   *https://github.com/RossMeikleham/GPC (Code Repository)*
    https://github.com/RossMeikleham/Dissertation (Project Dissertation Repository)

For my honours year project at the University of Glasgow I designed a language called GPC; which is a subset of C++11 extended with a couple of new keywords to specify parallel or sequential evaluation of statements in blocks of code. The language is essentially a parallel evaluated communication language which manages composition of ordinary C++ code. I wrote the compiler using Haskell.

Skills

Languages
- *Proficient In* - **C, C++, Java, Haskell**
- *Familiar With* - **Python, Javascript, Matlab, Pascal**

Software Engineering
- *Version Control* - **Git, Mercurial**
- *Unit Testing* - **JUnit(Java), HUnit(Haskell), Qt Test(C++)**
- *Continuous Integration* - **Travis CI (Used for personal/open source projects), Jenkins**
- *Agile Methodologies* - **Test Driven Development(TDD)**

Linux
- *Distributions* - **Fedora, Arch Linux**
- *Shells* - **Bash, Zsh**

Other
- *Frameworks* - **Qt, SDL**
- *Other Technologies* - **Vim, LaTeX**

Interests

Functional Programming, Open Source Development, Linux, Parallel Programming

References can be provided upon request