

Ross Meikleham – CV

Address	2/2 293 St Georges Road, Glasgow, G3 6JQ	Mobile Phone	07587220100
Date of Birth	8 th November 1992	Email	RossMeikleham@hotmail.co.uk
		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 potential 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 Agricoountant. 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 -
Aug 2012** Gulliver's Theme Parks
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 -
Current** Gameboy Color Emulator
<https://github.com/RossMeikleham/PlutoBoy>

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

**2014 -
2015** Design And Compilation Of A Front End Language For The Glasgow Parallel Reduction Machine
<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