

# Ross Meikleham – CV

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<b>Date of Birth</b>	8 <sup>th</sup> November 1992	<b>Email</b>	RossMeikleham@hotmail.co.uk
		<b>Github</b>	<a href="https://github.com/RossMeikleham">https://github.com/RossMeikleham</a>

## 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 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 -  
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,  $\text{\LaTeX}$

## Interests

**Functional Programming, Open Source Development, Linux, Parallel Programming**

*References can be provided upon request*