

Dr Thomas Dickson

DATA SCIENTIST · SOFTWARE ENGINEER · QUANTITATIVE RESEARCHER

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Summary

I provide data driven software solutions to challenging technical problems. I currently work as a full stack data scientist at Dynamon, providing logistics companies a competitive edge with insights derived from big data analytics. I develop systems to extract, transform and load data onto a cloud based frontend. I use my data science skill set to solve business problems and identify relevant insights for clients. I pursue my passion for Data Science outside work by competing in Kaggle competitions, attending PyData conferences and by listening to tech podcasts.

Experience

Dynamon

Science Park, Chilworth

FULL STACK DATA SCIENTIST

July 2020 - Present

I was the 3rd engineering hire at Dynamon, a startup disrupting the logistics industry by using big data to identify insights that provide a competitive advantage.

- Data science investigations into business problems. "identified 5% fuel saving as a consequence of using different tyres"
- Development of systems from raw data to user interface.

University of Southampton

Boldrewood Innovation Campus,
Southampton

ENGLISH INSTITUTE OF SPORT RESEARCH FELLOW

Dec 2019 - July 2020

I supported Team GB by providing scientific research into several areas. Notable projects include:

- Designing and developing a cloud based web application which reduced the time spent analysing races by 90%, enabling coaches and athletes to access results poolside.
- Managed research into applying multiple machine learning techniques for evaluating the performance of sailing craft.

Hephaestus Data Solutions

Southampton

FULL STACK DATA SCIENTIST

May, 2020 - Present

I deliver software solutions to solve business problems.

- Development of web based data driven decision support applications.
- Data science problem analysis.

DSTL

Portsmouth West, Portsmouth

NAVAL ARCHITECT

Sep 2013 - Aug 2014

Supported the Royal Navy and Royal Marines with technical investigation and engineering consultancy projects.

Education

University of Southampton

Boldrewood Innovation Campus,
Southampton

PHD. IN ENGINEERING

2016 - 2020

MENG IN SHIP SCIENCE/YACHT AND SMALL CRAFT

2011 - 2016

Projects

Data science

- Used Bayesian statistics to derive new insight into an archaeological problem: The Settlement of Polynesia.
- Identified groups of local area authorities which had similar levels of homelessness based on economic indexes for the charity Shelter at a DataDive hackathon.
- Competition in Kaggle competitions, for example, providing uncertainty estimates for sales forecasts.

Languages and Frameworks

Python, SQL, Javascript, Git, CI/CD, Heroku, AWS, Codecov, Docker, Linux, HTML, CSS,