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| University Degree Computer Science(Bsc) | Academy Stream technical stream |

## Summary

Thomas’ cheerful disposition and friendly nature makes him an approachable and delightful team member to work alongside. His mind brims with creative energy, which can be observed in his unique approach to solving complex problems and contributions to team discussions. He is a voracious learner who constantly strives to expand his technical prowess in order to tackle any computing problem, regardless of complexity. In the face of adversity, Thomas is a beacon of positivity who is always ready to lend a helping hand.

## Skills

* Exceptional interpersonal skills
* Creative puzzle-solver and critical thinker
* Great teamworking skills
* Producer of unique independent work
* HTML and CSS
* Javascript
* OOP languages such as Java & Python
* Adobe Creative Suite

## Academy Experience

#### Business Skills

A continuous development that explores the world of business and projects therein. A focus on understanding their role within organisations and communicating effectively with the people around them.

Skills: Effective communication, networking, negotiation, project life-cycles, development life-cycles, time and task management, stakeholder analysis/management, memory techniques, network diagrams, WBS and dependencies, presentation skills.

#### Software Testing

Spartans are pushed to become diverse testers with a wide breadth of competencies across traditional and modern projects in real world scenarios.

Skills: Developing and managing test cases and strategies, test design, structured exploratory / session / risk / functional / usability / performance based testing, black box/white box techniques, JMeter, defect management, root cause analysis, Jira.

#### Automation

Combining a testers mind with a developers’ skill-set, this is not just theory - labs and drills are run regularly on real life projects to build confidence ready for work on client-site.

Skills: Cucumber, Capybara, Gherkin, Selenium Web-driver IDE, BDD, TDD, specification by example, RSpec, SBE, features and scenarios, writing features, page and data models, page objects.

#### Web Technology

A mixture of fundamental to advanced skills where they learn to develop websites and test them using a wide range of technologies within self-generated projects.

Skills: BASH, HTML & CSS, JSON, XML, JavaScript, debugging and tools, Text Editors, Web Inspectors, Git and Github, Fundamentals of Testing, RESTful APIs, information architecture, accessibility, Responsive CSS, CSS Frameworks, The DOM, JQuery, AJAX.

#### Agile

Practiced continually throughout the academy, the mind-set, ceremonies, and continuous integration creates a highly knowledgeable agile expert.

Skills: Scrum, user stories, personas, acceptance criteria, backlog and estimation, retrospectives, stand-ups, Kanban, agile tooling, continuous delivery, extreme programming.

#### Ruby and databases

As a second language taught at the academy, Ruby is perfect to assure your automation framework will be utilised optimally.

Skills: Relationships and modelling, functions, classes and objects, building web apps, Sinatra, ERB Templates, Rails, Routing, validations, relationships, authentication, asset pipeline, advanced relationships and nested resources, Heroku, database interaction, SQL.

## Academy Projects

#### Javascript Game Development

In the span of a week, we were tasked with independently creating a simple game in Javascript with full creative license. I decided to recreate a classic Nintendo game, where you must guide builders from one house to the next whilst avoiding falling tools from the sky. The player can move left and right using the left and right arrow keys and must guide as many builders as they can to the other side without losing all three of their lives.

Developing this game taught me a lot about developing in Javascript, from the technical aspec such as object collision, css manipulation and the difficulty random variables can provide, to the planning aspect, such as identifying key features and working around a restrictive time constraint.

Overall I am pleased with how my game turned out, although there are several aspects that I wish to polish in the future. I wanted to change the house on the right in such a way that the “door” opens and closes, causing the player to make decisions on how much they are willing to commit to moving forward. In addition to this, there were also additional obstacles that were planned, but were not required for me to consider the game complete. After ironing out the creases that are present currently, I also intend to implement these as additional features.

The repository for my game can be found here: <https://github.com/TFShirley/Helmet>

#### Name of Project:

Achievements*:*

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## 

## Employment History

#### From January 2013 To march 2014

#### Company

#### Role

A high-level example of the work you did while employed. Just a couple of sentences are needed here. Bullet points are fine.

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## 

## Education

#### From September 2015 To June 2018

#### Swansea University

#### Computer Science (BSC)

###### Modules:

###### 1st Year: Programming 1 & 2; Professional Issues 1: Concepts and Society Professional Issues 2: Software Development; Concepts of Computer Science 1 & 2; Modelling Computer Systems 1 & 2.

###### 2nd Year: Declarative Programming; Software Engineering; Database Systems; Algorithms; Introduction to Human-Computer Interaction; Concurrency; Computer Graphics; Automata and Formal Language Theory.

###### 3rd Year: Writing Mobile Apps; Web Application Development; Logic for Computer Science; Big Data and Machine Learning; User Experience; Software Testing; Project Implementation and Dissertation; Project Specification and Development.

###### Final Project: I decided to challenge myself to build a game for my final project. This game would allow players to create real-life maps and explore them in-game through the use of computer vision. It was designed to aid the creative and social development of young children that may have difficulty socialising or sharing their thoughts, thus I decided that these maps should be built in real life through the use of lego building blocks. Not only does their appeal and intuitive design appeal to children; the uniform layout that lego bricks provide works really well with using computer vision to read data from the buildings.

## Certifications

#### Certification Name

#### Body

###### Example Modules: List your modules

## Hobbies/extra Curricular activities

* I have a passion for drawing in my spare time and am currently trying to improve as a digital artist. I used to use Adobe Photoshop for my digital art and, while the software is powerful and has taught me a lot about image editting techniques, I am currently trying to learn more dedicated digital art software to focus my interests.
* I enjoy engaging with and participating in the competitive fighting game community, and I will occasionally play in competitive tournaments when I get the chance. I prefer platform fighters like the Super Smash Bros. series because of how the gameplay unexpectedly changes on the fly; players must have a very good understanding of their character’s capabilities and must combine that with reading their opponent’s next move at all times.
* I have taught my friends how to play several trading card games and we now play often in several different game formats. We are constantly trying to discover the most outrageous, unconventional and unexpected win conditions and often fall about laughing when testing new ideas out.

## Volunteer Work

###### TITLE

###### Company/Institute: What you did

###### TITLE

###### Company/Institute: What you did

###### TITLE

###### Company/Institute: What you did

## Achievements

###### Please list areas of merit whether personal or professional.