

Summary

Graduate Computer Scientist with 1 year of experience in Software Engineering. Competent in a variety of programming languages, and specialising in full stack web development, I take pride in any project I am assigned to; agile conscientious, and proficient in collaborating with colleagues to complete a project to the highest standard. A versatile and critical thinker, I can analyse complex problems and employ the most suitable tools for the task. With a keen attention to detail I ensure quality, well documented code bases suiting me to large collaborative projects.

Programming Languages

Experienced:

- Python (TensorFlow, Flask)
- Javascript (Node.js, React)
- HTML/CSS

Intermediate:

- Bash/Shell
- C/C++ (OpenMPI; SDL)
- C# (UnityEngine)
- Java
- SQL

Familiar:

- Perl
- PHP
- Swift/Obj-C

Educational Background

BSc with Honours in Computer Science (first class)  
University of Liverpool  
2019-2023

Secondary Education

The Bulmershe School  
2012-2017  
6 A\*-A, 10 A\*-C at GCSE

The Bulmershe School (Sixth Form)  
2017-2019  
Mathematics: A; Physics: B; History B

References

Available upon request

Thomas Gascoyne

Graduate Computer Scientist

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Employment Experience

Development QA Engineer

Feral Interactive | Wandsworth, London | 2021-2022

I ensured high-quality software releases by collaborating closely with cross-functional teams, conducted rigorous testing, and automated processes through Shell Scripting. Playing a key role in establishing an automated build and testing pipeline using Python, Perl and SSH, I leveraged strong analytical skills to troubleshoot and resolve complex technical challenges, contributing to the optimisation of game functionality and user satisfaction. This role honed my technical skills and reinforced the importance of quality assurance in delivering exceptional software experiences.

Projects

Self-Hosted Cloud Service | 2022-2023

- Developed a secure and privacy-oriented cloud storage solution, allowing Users to upload, view and manage files in an intuitive web interface
- Key Languages: Node.js backend, JavaScript/HTML/CSS frontend

Chess Engine | 2023-Current

- Developed a Chess Engine (and accompanying game environment) that employs alpha-beta pruning to make informed moves against a competent opponent
- Key Languages: C (SDL renderer)

Stock Market Trend Analysis | 2024-Current

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Personal Skills

- Employing strong analytical skills to find fast and effective solutions to problems
- Reliable, organised, and disciplined, with astute listening I can understand and effectively translate a customers needs into viable software solutions
- Quick to adapt and keen to learn new skill and technologies, I am flexible in any development environment
- Greatly value the input of others, both in solo and collaborative efforts