THOMAS GROVES|SOFTWARE ENGINEER
WEBSITE: TGROVESY.GITHUB.IO

SUMMARY

Currently pursuing a bachelor's in computer science and on track for a first-class honor. I have over 2 years' experience working as a software engineer at companies such as Ubisoft. I have also worked as part of a team organizing events from large to small such as hackathons and seminars. I have experience with team leading when it comes to software engineering as I've led various teams at hackathons and other workplace settings throughout my time at university.
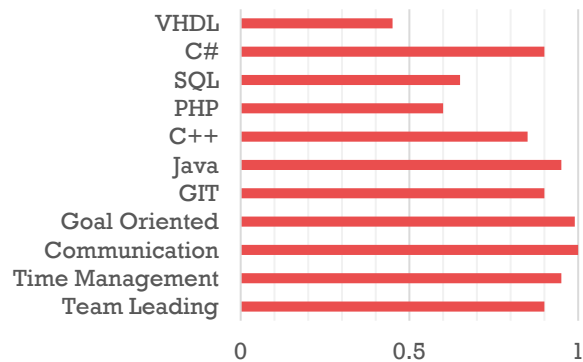
LANGUAGES

- English (Native)
- Russian (Basic Competency)

INTERESTS

Virtual Reality | Sustainability | Games | Artificial Intelligence | Space Engineering | Brain Computer Interfacing | Human Computer Interaction

SKILLS

EXPERIENCE

GAME LAB GAMEPLAY PROGRAMMER • UBISOFT MONTREAL • DEC 2019 – JUL 2020
Here me and a small team participated in the Ubisoft annual GameLab. Responsibilities consisted of version control, managing the GIT and implementing gameplay mechanics. We used Unity and C#

SOFTWARE ENGINEER • OSU APP • SEP 2018 – FEB 2020
Developer on a Unity mobile game. Assigned tasks to other members of the team. Worked on everything from GIT control to writing PHP and SQL for the games online database. We used AGILE development for this task with weekly SCRUMS.

STUDY ABROAD EVENTS PEER ADVISOR • KEELE UNIVERSITY • SEPT 2020 – CURRENT
Running regular events for all types of students dealt with by the global opportunities' office. This includes inbound, outbound and returning students. My key responsibility has been the planning of the transition from physical to online events.

COIVD TEST OPPERATIVE • SODEXO • JUL 2020 – SEPT 2020
Performing tasks throughout the COVID test center. These tasks consisted of security, distribution of tests, assisting with the test, collecting the test and making the test kits.

EDUCATION

BSC COMPUTER SCIENCE • ESTIMATED GRADUATE JUL 2021 • KEELE UNIVERSITY
Classes: Artificial Intelligence II, Mobile App Development, Software Engineering Project Management, Advanced Information Systems
Dissertation Work Involves: 3D evolutionary artificial intelligence
Predicted Grade: 1st class
YEAR ABROAD COMPUTER ENGINEER • JUL 2020 • CONCORDIA UNIVERSITY, MONTREAL, CANADA
Classes: Digital System Design II, Advanced Computer Graphics (OpenGL), Electronics I, Circuit Analysis
LANGUAGE IMMERSION • AUG 2018 • TVER STATE UNIVERSITY, TVER, RUSSIA
Studied Russian language.
A-LEVELS • AUG 2017 • PRIESTLEY COLLEGE
Computer Science, Mathematics, Electronics
CERTIFICATE • DEC 2019 • UBISOFT
Approach to rational game design

VOLUNTEER EXPERIENCE

Hack Keele – Every year I was at Keele I made the committee. Some of the main things we achieved as a society were running regular workshops on Computer Science related subjects. As well as running a big hackathon once a year with around 100 people in attendance.
Student Voice Representative – I made student voice rep in my 2nd and 3rd year at Keele. It is a key role in voicing any queries or concerns students have and ensuring students are receiving the support they need

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