THOMAS GOODMAN

MSci Computer Science - University of Birmingham

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📍 Birmingham, United Kingdom

EXPERIENCE

Software Developer

Majestic (Majestic.com)

📅 July 2016 - ongoing   📍 Birmingham, UK

A 10-week placement at Majestic, developing innovative ways to represent and interpret their data. Mainly working on frontend & UX, but doing some backend too. Predominantly HTML, CSS & JavaScript.

- Released https://labs.majestic.com/2016 , a "map of the internet".

Project Lead - Ace of Spades

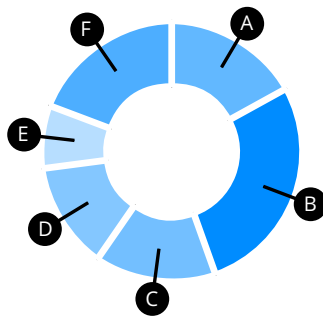### JaGeX Games Studio, Cambridge

📅 June 2014 - Sep 2014   📍 Cambridge, UK

I was contracted by JaGeX to work on a dormant project - creating, implementing and testing innovative and solutions to various problems.

- Major fixes to Ace of Spades (see http://aceofspades.com/).

HOW I SPEND MY TIME

- A University Work
- B Computer Science Society
- C Hackathons
- D Gaming & Relaxing
- E Web Development
- F Socialising

EDUCATION

A2 Computer Science - A*   **A2 Mathematics - A**

A2 Chemistry - B   **AS Music - A**

AS Further Mathematics - B   **GCSEs - 8 A*s 2 As**

MY PHILOSOPHY

"Error 418 - I'm a Teapot"

HTTP (HTCPCP) Protocol

MOST PROUD OF

👑 **CSS UoB President (@CSSBham)**

I'm the acting president at the University of Birmingham Computer Science Society for the coming year, and get to organise awesome events like HackTheMidlands (http://hackthemidlands.com).

👁 **Clarifai Developer Evangelist**

I was selected as a Clarifai Champion in Autumn 2016, which is their initiative to shape upcoming developer evangelists.

🏅 **Winner - AstonHack - Fall 2015**

Created TwEAT, which was a data visualisation of Twitter networks, as part of a team of 4 (http://devpost.com/software/tweat)

LANGUAGES

HTML/CSS/JS
Proficient   ●●●●○

Python
Advanced   ●●●○○

Java
Advanced   ●●●○○