Thomas Jones

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SUMMARY

I am Computer Science student at Kingston University London with an excellent understanding of software development and key theoretical concepts with knowledge of a wide *array* of programing languages.

TECHNICAL SKILLS

Languages

- Proficient in: HTML, CSS, JS, Python, PHP, VB.NET, Java

Software

- Database: MySQL, MS Access, Oracle, PostgreSQL

- Confident using the Laravel Framework

- Knowledge of deploying applications using Google Cloud Platform, AWS and Heroku

- Confident using git and services like GitHub and GitLab

Agile

- Experience of working in an agile environment, using software like Jira and Trello

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POSITIONS

Software Development Consultant / Developer   Nov 2019 – Apr 2020

Kingston University / KEY Sports Academy (KSP)

- After being accepted onto Kingston's broadening horizons project, myself and 3 team members where tasked with initially consulting with KSP to find a solution for better player administration as their company grew. After analysis we proposed a Laravel web app to the client, who was amazed at our research and evaluation of the problem.

- We were offered the opportunity to develop the web app for the client. As the technical lead of the group we approached the development using agile techniques, which allowed us to finish the minimum viable product earlier than expected. The final product is currently in use and is hosted using AWS.

Academic Mentor   Sep 2019 – May 2020

Kingston University

- During my second year of University, alongside my studies, I was asked to become an Academic Mentor. This involved me assisting first year students during their workshops and regularly saw me explaining concepts in a different ways or asking though provoking questions to deepen their understanding of harder concepts.

- Being an approachable person is also key in this role so that students have a familiar face to help with any problems that might arise during their first year at University.

EDUCATION

Kingston University   2018 – Present

London

- BSc(Hons) Computer Science

- First Year Grades: Programming 1 (96% A+), Computing Fundamentals (94% A+), Requirements Analysis and Design (76% A), Professional Environments 1 (82% A)

- Second Year Modules: Programming 2 (100% A+), Computing Systems (91% A+), Database Driven Application Development (90% A+), Professional Environments 2 (75% A)

Winstanley College   2016 – 2018

Wigan

- 4 A-levels

- A* Extended Project (Computer Software), A Computer Science, B Mathematics, D Further Mathematics.

- For my Extended Project A-level, I choose to create a statistics revision program in VB.Net that allowed students to practice generated questions then take a test.

- As part of my Computer Science A level, I created a holiday booking rental system that made taking and managing bookings for landlords and agents easier.

All Saints CHS   2011 – 2016

Liverpool

- 10 GCSEs grades A* - B, including A* in Mathematics and B in English

EXPERIENCE

Freelance Programmer   Dec 2016 – March 2017

Freelancer.com

- To strengthen my application to University, I completed technology related tasks on an online freelance website. These ranged from database management to creating a booking system for bouncy castles.

- During this time I completed 4 jobs and gained an overall rating of 4.2 and received 1 recommendation.

Front End Developer   Jun 2016 – Jul 2016

PH. Creative, Liverpool

- During my work experience I was tasked with redesigning and implementing a website for a hotel, which was presented at the end of the week.

- I learned how to understand the needs of the client and gained in person experience of an agile software development environment.

Customer Service Workshop   Jun 2015 – Aug 2015

HM Courts and Tribunals Service

- During these workshops I worked as part of a team to discuss the best way of interacting with customers and how to resolve any problems that might arise.

VOLUNTEERING

Voluntary Computer Science Teacher   Oct 2014 – Jan 2016

Northwood CPS, Liverpool

- Developed and taught weekly lessons with another teacher to 9 – 11 year olds typically in classes of 30 children. We taught Scratch, HTML, CSS and Python.

- This experience has greatly increased my communication skills.

PROFESSIONAL MEMBERSHIPS

Student Member, British Computing Society

REFERENCES

References are available on request