

Tom Blanks

atombblanks@gmail.com | [linkedin.com/in/thomas-blanks](https://www.linkedin.com/in/thomas-blanks) | www.tomblanks.com

EDUCATION

University of Nottingham

BSc Computer Science – First Class Honours

Nottingham, UK

2023 – Present

Walton High School

A-levels: Computer Science (A), Product Design (A), Mathematics (B) | 11 GCSEs (9-7)

Stafford, UK

2016 – 2023

PROJECTS

Robot Day Management System | HTML, CSS, JavaScript, Playwright

Jan 2025 – Jun 2025

- Led as **Quality Assurance Manager and UI Lead** in an **8-person team**, defining QA strategy and enforcing **code quality standards** with ESLint and Prettier.
- Designed 9 interfaces**, conducted usability testing with company staff, and iterated prototypes based on feedback.
- Developed the **entire front-end application** (~4,000 lines of code) with multi-level user access, integrated with a **PostgreSQL/Supabase** backend.
- Applied **test-driven development** using **Playwright** for automated UI testing.
- Contributed to **requirements engineering** using **ontology-based modeling** to maintain traceability.

LockIN Habit-Tracking App Specification | Confluence, Jira, Figma, FRET

Jan 2025 – Jun 2025

- Developed **full software specification** for a social habit-tracking mobile app, including Vision & Scope documentation, user personas, and use case analysis following **Alistair Cockburn's methodology**.
- Defined **45 functional and 20 non-functional requirements** to **ISO standards**, ensuring **full traceability** between Confluence and Jira.
- Created **Figma prototype** and translated requirements into **formal FRET specifications**.

Multi-threaded OS Simulator | C, pthreads

Sep 2024 – Dec 2024

- Developed an OS simulator in **C** implementing **process management, multi-threading with POSIX threads**, and **resource management**.
- Implemented a **round-robin scheduler** and **thread-safe queues** for inter-thread communication and process lifecycle control.

Machine Learning Prediction Model | Python, pandas, sklearn, matplotlib

Jan 2023 – Jun 2023

- Built a **linear regression model** to predict movie ratings, achieving **mean squared error of 0.89** with predictions typically within one rating point of actual values.

EXPERIENCE

GiveDirectly

Volunteer — Survey Development

Remote

Jul 2024 – Sep 2024

- Designed **user surveys** for global poverty-relief charity to gather donor feedback and refine outreach strategy.

TeamSportz

Volunteer — UX Testing

London, UK

Aug 2023

- Conducted **user testing** at a basketball tournament to evaluate **app usability** and identify interface design improvements.

Mind The Product Conference

Attendee

London, UK

Oct 2022

- Networked with **senior PMs from Amazon, Google, Wise, and GoCardless** to learn about UX, interfaces, and feature development practices.

Croft Architectural Design

Work Experience — 3D Design

Stafford, UK

Jun 2022

- Self-taught Blender** over several months, then secured competitive placement through outreach to **50+ architectural firms**.
- Completed **full residential design project** in Blender under professional mentorship, applying 3D modeling and architectural visualization techniques.

TECHNICAL SKILLS

Languages: Python, Java, C, C#, JavaScript, HTML, CSS, Haskell, MySQL

Frameworks & Tools: Git, Figma, JUnit, Unity, Supabase, Blender, Jira, Confluence