

Tom Whitticase

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Computer science student at Loughborough University. I have been programming for over 6 years both in school and in my spare time. I have demonstrated my proficiency in many programming languages by achieving a 1st in all programming related modules in my first year at Loughborough. I am eager to put my skills to use and further improve them by working hard on a programming related job.

EDUCATION

- Loughborough University— BSc Computer Science (2021 - 2025) - Predicted 1st
First year grade: **85.3%**
Relevant Modules:
Object Oriented Programming - **97%**, Web Programming - **87%**, Databases - **85%**, Introduction to Algorithms - **86%**, Introduction to programming - **90%**, Software Engineering - **83%**
- The Cotswold School, Bourton-on-the-Water (2017-2021)
A Levels (2019-2021):
 - Mathematics - **A**, Computer Science - **A**, Physics - **A**GCSEs (2017-2019):
 - **Mathematics - 9, English Language - 7**, Computer Science - 9, Physics - 9, Chemistry - 9, Biology - 9, Music - 8, Geography - 8, German - 7, English Literature - 7

TECHNICAL SKILLS

Java, Python, C#, HTML, CSS, JavaScript, AJAX, JSON, TypeScript, PHP, MySQL

SKILLS

- Student Ambassador for Computer Science, Loughborough University (2022 open days):
I was chosen to represent the computer science department at open days. I spoke to parents and potential students about the course and my experiences during my first year demonstrating my communication skills. I was also a computer science and ICT ambassador at my sixth form.
- Quardwood, Stow-on-the-Wold (2021): demonstrated my team working, time management and organisational skills during my time as a gardener by effectively working in a team.

EXPERIENCE

- **Computer Accessories Shop** (March - May 2022):
Developed an e-commerce desktop application in Java using Swing. I achieved a grade of **97%**.
- **Venue Booking Website** (March - May 2022):
Designed and developed a website for searching for wedding venues. I used HTML, CSS, JavaScript, AJAX, RESTful APIs, PHP, and MySQL. I achieved a grade of **87%**.
- **Library Management Application** (October - December 2021):
Designed and Developed a Python application for librarians to manage book loans and analyse trends to give suitable recommendations to users. I used Tkinter and Matplotlib for the GUI and data visualisation. I achieved a grade of **93%**.
- **Open World Adventure Game** (October 2020 - March 2021):
I designed and developed a game using Unity and C# for my A level Computer Science Coursework. The project featured procedurally generated tile based terrain, AI controlled creatures, Inventory management, and saving and loading game data. I achieved an **A**.

PERSONAL INTERESTS

I am passionate about music, I enjoy building and playing electric guitars. I enjoy skiing, climbing and running.