

Thomas Harris – Software Engineer

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Personal Profile

A polite, hardworking individual able to work independently or part of a team. Having worked as a software engineer for 3 years now, I am eager to continue learning and progressing as an engineer, to achieve this I'm seeking for job to challenge me and extend my skillset and pursue further knowledge in the field of software engineering while ensuring both customer and company satisfaction through my hard work and the ability to solve problems in a team.

Key Skills

- Good teamwork skills – Able to work in a team, follow instructions but can also take lead where necessary.
- Excellent communication – Polite and friendly, with effective communication between both client and team.
- Responsible – Trustworthy, able to complete tasks in time to the required standard.
- Organised – Good timekeeping, with a strong work ethic.
- Knowledge and experience of full lifecycle development, including the ability to design, develop, test and maintain applications from scratch or through prior documentation. Using UML and understanding multiple application development life cycles.
- Good knowledge of C++/C and many other programming languages including Java, C#, Python and web technologies/frameworks such as JavaScript, React, jQuery and HTML5/CSS, with an emphasis on OOP and modern programming techniques. Programming is my passion, learnt both professionally through working at BAE Systems and many hobbyist projects during my own time.
- Strong graphical programming knowledge using API's such as OpenGL, DirectX and Vulkan.
- Good mathematical skills including computational mathematics, with AI and algorithms as a focus and graphical knowledge with linear mathematics such as Vectors, Matrices, Quaternions, Euler Angles, Transformation and Normalization.

Education

COMPUTER SCIENCE BSC (HONS) | 2015 – 2018 | UNIVERSITY OF SURREY

- This degree level course offered modules covering a wide range of topics including object-oriented programming, artificial intelligence, mobile computing, and most importantly computational mathematics.
- Languages and tools covered include Java, C++, Android, SQL, Python, MATLAB, and Arduino microcontrollers.
- Thesis discussed techniques to display information in Augmented Reality using an Android phone.

BTEC LEVEL 3 I.T. DIPLOMA | 2013 - 2015 | ISLE OF WIGHT COLLEGE

- Awarded at the triple grade of Distinction*.
- Covered basic programming principles, use of graphical applications like photoshop and 3DS Max and many more I.T. and business-related topics.

Experience

SOFTWARE ENGINEER | BAE SYSTEMS | 2019-PRESENT | WORK EXPERIENCE

- Experienced full development lifecycle across multiple projects including working as a team on mature embedded software and alone meeting/exceeding deadlines and expectations.

- Designed tools and software, including documentation, time management estimates and diagrams using UML.
- Developed and upgraded industry leading embedded software solutions for radars, using technologies such as GIT/SVN, Jenkins and various scripting languages on both Linux and Windows environments.
- Testing to a rigorous standard to meet both company and UK standards for military equipment.

APPLICATION TESTING | YOKOGAWA MAREX | 2011 | WORK EXPERIENCE

- Testing applications on multiple operating systems for bugs and or crashes, including writing test documentation in this international provider of computer systems for business. Answering to team leader, role included high level of trust, confidentiality and professionalism. This also involved a small amount of fixing simplistic bugs.

References

- Becky Wicks – Student Worker, Student Halls YMCA Guildford – student@ymcadlg.org – 01483 352555

Additional Information and Hobbies

In my own time, I enjoy reading and taking part in various forms of computing such as gaming, programming small projects, both on my own and part of small teams online. As an engineer, learning new things constantly is both fun and engaging, investing time into new technologies is one of my main hobbies. Previously, I've spent time on numerous graphical projects as this is where my main interest lies, this involved learning OpenGL first, then DirectX and more recently I've recently been learning Vulkan which is a much newer verbose cross-platform API.

Currently bringing all my projects together in a portfolio website, with source code and designs available to view, this will include web projects which were made to showcase various skills and small games and tools which I developed for fun over the years. Most of these application use WebGL and the website itself, previously created as a fun project during university, was written in jQuery and is now being re-written in ReactJS in a more professional manner. Only around 4 of the games and applications have been ported so far but many more to come. All the code is available on GitHub with the link available on the website itself.