





Dominic Schmidt-Toms

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References available
upon request

Profile

Full stack developer with a keen interest in all things computers. Experienced in many high level programming languages, web development, cloud computing and games development. Recently graduated from the University of East Anglia with a bachelors in computing science. When I'm not programming, I enjoy performing DJ mixes at local clubs, longboarding around the countryside and cooking vegetarian food.

Employment

Self Employed Computer Science Tutor From Jun 2023
until present
Python • JavaScript • Haskell • React • MySQL

- Helped many GCSE and A-Level students reach A* proficiency in computer science.
- Assisted multiple first and second-year university students in achieving first-class grades.
- Provided daily tutoring to many students with diverse skill levels and backgrounds in coding.

Magicave Game Developer From Feb 2022
until Jun 2023
Unity • Kubernetes • Docker • GCP • MongoDB

- Successfully wrote multiple no-code tools allowing designers to build levels and modify game statistics.
- Developed and deployed backend infrastructure for the game using Kubernetes through Google Cloud Platform.
- Co-wrote the character creation system for the company's flagship game.

Phlashweb Software Developer From Aug 2021
until Feb 2022
C# • .NET • ASP.NET • Azure • SQL Server

- Resolved multiple security vulnerabilities in the client's customer-facing website.
- Restructured, migrated and redeployed the clients SQL database, improving backend performance.
- Maintained and improved internal tools for the client's warehouse workers.

Fruitlab Game Development Internship From Feb 2021
until Aug 2021
TypeScript • React Native • WebGL • AWS • RDS

- Developed and completed a web-based game using WebGL for playback on web and mobile devices.
- Wrote and deployed leaderboard services using TypeScript, Amazon Web Services and Amazon RDS.
- Collaborated with designers to ensure the game always met visual and gameplay requirements.

Education

University of East Anglia BSc in Computing Science From Sep 2020
until Jun 2024
Java • Node.js • C++ • Unix • Postgres

- Served as vice president of the Computer Science Society, organised multiple events for the society.
- Handled promotional material and social media for the Electronic Music Society, improved event turnout rates.
- Wrote my dissertation on cellular automata and John Conway's Game of Life, exploring computational theory.