# Dominic Schmidt-Toms

🔗 domtoms.com ✉ domtomsdev@gmail.com

🔗 linkedin.com/in/domtoms ⦿ github.com/domtoms

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

**Hyperliminal** Software Engineer
From Aug 2024
TypeScript • React • WebGL • Cloudflare • Postgres
until present

- Developed and shipped the pre-alpha release of the companies flagship product.
- Built a custom engine for the client on top of WebGL.
- Successfully implemented netcode allowing state synchronisation between multiple clients.

**Self Employed** Computer Science Tutor
From Jun 2023
Python • C • Haskell • Assembly • MySQL
until Aug 2024

- 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
Unity • Kubernetes • Docker • GCP • MongoDB
until Jun 2023

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

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

- 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
JavaScript • Node.js • React Native • AWS • RDS
until Aug 2021

- Developed and shipped a web-based game playable on both desktop and mobile platforms.
- Wrote and deployed leaderboard services using JavaScript, 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
Java • C++ • Git • Unix • SQLite
until Jun 2024

- 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 turnout rates.
- Wrote my dissertation on cellular automata and Conway's Game of Life, exploring computational theory.