Tom Kielski

Software/Devops Engineer

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https://github.com/x-Xymos/

Profile

I developed an interest in IT from an early age which started when I was taught how to use a computer, since then I've always been the go to IT guy amongst my friends and family.

I'm an avid learner and I fuel my interest by learning new frameworks and technologies. I then use this knowledge to produce personal projects and help out on open source projects, slowly building up my programming knowledge.

Technical Skills

Technology Domain	Technologies and Tools
Programming and Scripting Languages	JavaScript, Golang, Python, C++, Bash, Regex, HTML, CSS
IDE's	PyCharm, Visual Studio Code
Main Operating System	Linux (Ubuntu)
Frameworks	Vue.js, React, Flask, DJango
DevOps Technologies	Git, GCP, Azure, Kubernetes, Jenkins, Docker, CMake
Database Technologies	MySQL, SQLite, MongoDB
Other	OpenCV, PyOpenCL, Selenium

EXPERIENCE

QA Consulting, Manchester- *Trainee Consultant*
Jul 2019 - PRESENT

Individual Project – [IowaHomes](#)
I was tasked with creating an application that would utilize a machine learning approach to predict the house prices based on input data from a user.

For this project I used Python as my main programming language, utilizing the Scikit-learn package for the machine learning solution, Django to deliver the front end to the user as well as provide backend interaction, and SQLite for my database. The project was hosted on the Google Cloud Platform allowing for public access to the application and I also made sure that the application was securely hosted by creating appropriate firewall rules for inbound/outbound traffic.

I used the Agile framework to develop new features on a daily basis based on user stories and project scope. This helped me create a Minimum Viable Product as soon as possible, so that I could get feedback from my client and prioritize the development of any additional features.

PERSONAL PROJECTS

Issue Tracker - *Full stack development*
To further expand my skills, I have been working on a web application that lets you add and track issues that are in your project.

The [frontend](#) is made using Vue.js which really helped me learn how modern web applications are created by taking advantage of modularity.

For the [backend](#) I used Go(golang) because I wanted to learn a new language and Go looked really powerful. I went for a microservice approach by decoupling my services, this enables me to manage my code easier and remove the single point of failure.

Throughout the process of creating my backend I have learned how to implement a REST api that communicates with services using HTTP calls and how JSON Web Tokens are handled for authentication purposes.

SDScatterPy *- plug-in*

In my spare time I created a commercially available Substance Designer plug-in using Python. The plug-in adds a missing feature to Substance Designer allowing you to tile/scatter an image across an empty canvas without any overlapping. I used the OpenCV library for this and optimized the performance using Numba. ([video of plug-in](#))

Open Source Projects *- Front end development*

I contributed to a number of open source projects on GitHub.

[#1](#) I added a new chat emoticon feature that gave emoticons a different look based on a random chance.

[#2](#) I revamped the look of the website by moving the chat frame so that it persisted on all pages of the website, to achieve this I had to learn the already existing code base as well as learn how to use React which was new to me.

Hobbies/Interests

In my spare time I love working out at the gym mainly weightlifting and cardio, constantly setting new goals and pushing myself to achieve them.

When I'm not doing the above, I like to work on personal programming and 3D art projects which motivate me to learn new things outside of my comfort zone, you can find my 3D Art portfolio at https://xymos.artstation.com