

Tom Farmer

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Education

Swansea University (2014-present)

MSc. Computer Science (pending dissertation)
Predicted **Distinction** based on 90% average

University of York (2009-2012)

BSc. (Hons.) Economics, **2:1**

Gorseinon College (2007-2009)

A-level: Computing **A**
 Economics **B**
 History **B**
 Mathematics **B**

Skills

C++

- Very good knowledge of C++, including C++11
- Experience with common tools (GCC, Visual Studio, makefiles, etc.)
- Experience with common libraries (OpenGL, OpenCL, MPI, etc.)

Java

- Good knowledge of Java
- Experience with common tools (Eclipse, JUnit, etc.)

Other languages

- Significant knowledge of Python
- Exposure to many others (Rust, Ada, Haskell, Assembly, Scala, etc.)

Notable projects (see website)

- Continent Construction Kit: Library using simple structures to model continental interactions and efficiently produce semi-realistic geographic features.
- Wizmatch: Example implementation of game engine featuring deferred rendering, zone/portal culling, a binary-encoded model format and custom tools.
- Ray tracer: Featuring reflection, multi-threading, anti-aliasing, depth-of-field, HDR rendering and dithering of floating-point colour channels.
- fnet: Simplified C++ interface for enet networking library.

Other

- Experience with version control (Git, Subversion)
- Experience with 3D modelling packages (Blender, SketchUp)
- Experience with game engine tools (TES Construction Set, UnrealEd)
- Experience with Linux
- Academic experience of statistical analysis
- Japanese Language Proficiency Test, Level 4 (2009)
- Chairman of University of York Anime and Manga Society (2011)

Experience

Harrogate Borough Council, Intern (2013)

As an intern at Harrogate Borough Council, I was tasked with reporting on the council's social housing allocations policy as part of an on-going consultation process.

References

Available on request