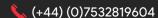
Omari Thompson-Edwards



🏫 24 Lenton Boulevard, Nottingham, NG72ES

About Me

An enthusiastic and hardworking aspiring developer with the ability to easily absorb new information and implement new skills. I am a diligent, conscientious, focused student with a passionate interest in the STEM fields, driven by a desire to learn and explore ideas. I am confident that I will be able to apply the knowledge I have gained through practical work experience and my own self-study, and to further develop my own skills within a career as a developer.

Experience

MATILLION | DEVELOPER INTERN

AUGUST 2018

- Developed a company orientated social network, hosted with a serverless architecture.
- Worked on the back-end API for this using AWS API gateway and Node.js lambda functions
- Designed a front-end website for this using React.
- Worked as part of an agile team, with the guidance of senior developers through regular meetings and code reviews
- Took part in demonstrations of the project that we had been working on, showcasing it to other employees. This involved adapting my presentation to developer and non-developer audiences.

MATILLION | WORK EXPERIENCE

JULY 2018

- I completed 1 week of work experience with Matillion, working on integrating their ETL software for cloud data with Google Home.
- Used AWS API Gateway with Node.js lambda functions in order to extract job names from voice commands and start jobs within the software.
- This gave us an opportunity to contribute to their online documentation, and following this my partner and I were offered the opportunity of a paid summer internship.

COMPUTER SCIENCE A-LEVEL PROJECT

AUGUST 2018

For my A-Level computer science project I undertook the task of designing a 2D game engine using C# and the MonoGame framework. This involved constructing an Entity-Component-System architecture in which I designed the components and systems necessary for a top down 2D physics-based game.

Skills & Abilities

Languages: HTML/CSS, SQL, PHP, C, C#, Haskell, Java, Visual Basic

Tools: MOS Certified Excel Expert, Git, Godot, MonoGame, SQL Databases, Node.js, React, AWS including API
Gateway, S3, Lambda and DynamoDB

Education

2019 - Present | University of Nottingham

- BSC in Computer Science with a Year in Industry
- 1st Year 85% Average
- Relevant Modules: Programming & Algorithms (78%), Maths for Computer Scientists (88%)

2012-2019 | St Ambrose College

A LEVEL

- Computer Science A
- Mathematics A
- Physics B

GCSE

- 11 GCSE's 9-8/A*-A
- Including Further Mathematics (A*, Mathematics (9), Computer Science (A*)

Hobbies and Interests

I enjoy working on personal projects; finding programming challenges online or working on developing video games; for me practical work is an engaging way to develop my skills.

Within my university I am currently acting as Fighting Game eSports representative for our gaming society. This involves organising university tournaments, and managing the eSports team.

I also enjoy exploring my creative side. I am a keen baker, and I am currently teaching myself to play both the guitar and the ukulele.