**Sam Blackmore**

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**EDUCATION**

**2009 – 2015, Newcastle University, UK, MEng Honours Electronic Engineering with Foundation Year and Industrial Placement**

Degree Classification: First Class (≈ 3.7 GPA)

* Group Dissertation (MEng) – Programming of a Micromouse capable of navigating and mapping a maze with the aim of finding the quickest route to the centre. A real-time software simulation was written to test maze-solving algorithms. A PIC microcontroller was used to control the mouse.
* Individual Dissertation (BEng) – Design and construction of an autonomous tomato-picking robot. The BeagleBone Linux computer was used to acquire and analyse images from a webcam. Red objects were located and driven towards for picking.
* Group project – Building a line-following vehicle with inductive guidance
* Research projects – Home automation, Internet of Things

**2000 – 2009, Stamford School, UK**

* A Level Art (A), History (B), French (B), Physics (C)
* 11 GCSEs (grades A\*, A and B)

**WORK EXPERIENCE**

**July 2016 – Present, Intel Security, Montreal, Canada**

* Contracting services in the Continuous Integration & Tooling Team. Working full-time with an intern on the Quality Dashboard project that I started in my previous team.
* Back end development in Python using Flask framework. Front end development in Javascript with HighCharts for data visualization. Working in an agile scrum team on user stories and defects. Git is used for collaboration. Docker is used for server-side deployment.
* Currently onboarding with the team’s automation framework written in Go.

**February 2016 – July 2016, Intel Security, Montreal, Canada**

* Contracting services as a Quality Assurance Engineer. Testing reliability and functionality of password management software. Responsibilities include writing test plans to validate new features based on design documents, black-box and white-box testing, regression testing, and working in an agile development environment.
* Started and worked part-time on Quality Dashboard project described above.
* Wrote Powershell scripts to automate driver installation in an effort to reduce time spent setting up Windows test machines for QA team.

**September 2015 – January 2016, Freelance, Montreal, Canada**

*3 Words*

* Social app where players take it in turns to add 3 words at a time to a communal story. Android application written natively in Java. Server-side PHP handles queries to the MySQL database which stores tables of users and posted content.
* *https://play.google.com/store/apps/details?id=com.sam.story*

*Get to the Bottom!*

* Minimalist puzzle game with emphasis on lightweight, responsive design. Graphics drawn natively at any screen size or aspect ratio. Challenges are encoded as strings allowing them to be loaded in a single game room behind transitional animations.
* *https://play.google.com/store/apps/details?id=com.sam.bottom*

*Personal Website (www.samblackmore.xyz)*

* Created portfolio website to practise and showcase programming. Projects include a Java applet to visualise sorting algorithms and a JavaScript syntax highlighter.

**August 2014 – November 2014, Imagination Technologies Ltd., Kings Langley, UK**

* Product Test Engineer in the Design Assurance Group (DAG) of the Pure division. Tested the power consumption, acoustics, connectivity and thermal tolerances of speakers and digital radios.
* Tested new software builds. Logged and tracked software bugs and hardware defects using JIRA.
* Research and written report on Service Following feature of DAB radio.

**July 2013 – August 2014, Intel Corporation (UK) Ltd., Swindon, UK**

* Engineering Intern working for the Platform Technologies Enabling Group (PTEG)
* 2014 – Part of the Retail Road Show, training and influencing retailers and OEMs across EMEA. Events included London, Milan, Madrid, Warsaw and Tel Aviv.
* 2013 – Work on the Intel-sponsored Scott Expedition, designing and testing hardware and software that the explorers took with them to Antarctica.
* Supporting consumer and business events, talking to the press and public about Intel technology. Helping retailers train their staff to sell the benefits of Intel processors. Organising on-site events promoting science and technology to students.

**SKILLS**

* Proficient in C and GML
* Experience with C++, Java, Selenium, Assembly, VHDL, Verilog, Linux, VBA, AutoIt, Python, JavaScript, HTML, CSS, MATLAB
* Native English speaker, conversational French, basic German and Spanish

**ACHIEVEMENTS**

**Game Development**

* Interactive Yogsperience – PC game based on a popular podcast. To date, the game has been downloaded over 20,000 times.

**Music**

* Music that I’ve created and released online has been listened to over ½ million times.

**Awarded the School of Electrical, Electronic and Computer Engineering Chairman’s Prize 2009/10**

* For achieving some of the highest results in the Foundation Year

**REFERENCES**

Personal tutor: Intel manager:

Dr Jonathan Goss Mark Atkinson

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