**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.

**WORK EXPERIENCE**

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

Contracting services as a Quality Assurance Engineer.

* Android Team, September 2016 to present:
  + Integrating with CI by writing Dockerfiles to set up Android development environment.
  + Working with developers and QA to automate test suites.
* CI & Tooling Team, July to September 2016:
  + Developed Quality Dashboard web app using Python Flask framework.
  + Implemented schedulable tasks on server that collect and cache data from various APIs. Cached data can then be quickly processed and served to clients based on their requests.
  + Implemented front-end data visualisation using HighCharts. Designed various views and panels using Jinja and Handelbars HTML templating engines.
  + Worked in an agile scrum team on user stories and defects using Git for collaboration.
* Desktop Team, February to July 2016:
  + Tested reliability and functionality of password management software. Responsibilities included 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*

**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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