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Thomas James Hush

PROFILE

Reliable, hardworking maths graduate from the University of Cambridge, with experience in various programming languages, along with a passion for problem solving and software development. Looking to secure employment to utilise and develop these skills further, by collaboratively contributing to innovative projects.

SKILLS

- C++
- Python and MATLAB
- Problem solving
- Research
- Project report writing
- Team worker
- HTML, CSS, JavaScript
- Presentation skills
- Critical thinking
- Independent learner
- Resilience
- Time management

EDUCATION

- | | |
|--------------|---|
| 2022 to 2025 | University of Cambridge
<i>Mathematics BA (Hons)</i> – Final grade: 2:1 |
| 2020 to 2022 | NSCG Newcastle College
<i>A-Levels</i> – Maths (A*), Further Maths (A*), Physics (A*), Chemistry (A*) |

PERSONAL PROJECTS

- **Gameboy Emulator**
Written in C++ - Utilised research skills to learn how the Gameboy functioned in order to recreate this in my own application.
- **Rubik's Cube Website**
Written in HTML, CSS, and Javascript - Used problem solving to write a program capable of solving the Rubik's Cube on its own, and learned 3D graphics to create a virtual simulation of the cube.
- **CATAM (University Coursework)**
Written in MATLAB - Utilised code to produce clear and concise graphs, and tables of results used in project reports describing my findings around various maths problems.