

# SOPHIE THOMPSON

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## EDUCATION

2018 - 2022	<b>Imperial College London</b>	MEng Computing
	<ul style="list-style-type: none"><li>• Year 2: First-class honours with 84% in lab projects and 82% in Software Engineering Design</li><li>• Year 1: Upper Second class honours with 88% in Mathematical Methods</li></ul>	
2011 - 2018	<b>Westcliff High School for Girls</b>	Sixth Form, and Secondary School
	<ul style="list-style-type: none"><li>• A Level: A*A*A*A* in Maths, Further Maths, Chemistry, and Physics</li></ul>	

## WORK EXPERIENCE

2020	<b>American Express</b>	Software Engineer Summer Intern
	In a team of 7 we worked on a microservice in MARS (Modern Accounts Receivable Service), implemented in <b>Java</b> using <b>Spring</b> . The microservice was testing using <b>Chaos Engineering</b> , we killed pods and tested that the services continued to work as usual. During my time at AmEx we completed 2 sprints, for one of them I acted as Product Owner within our team. Being Product Owner meant taking on a leader role and monitoring the team's progress and effectiveness. Throughout my sprint as Product Owner I demoed and presented our product to large groups of people.	

## PROJECTS

2020	<b>Unicompare</b>	Python
	In a group of 4 we developed a webapp for prospective university students to compare universities in both social and academic aspects. The webapp was mainly <b>Python</b> using <b>Django</b> and some <b>HTML</b> , <b>CSS</b> and <b>Javascript</b> . In the webapp the user gets directed to a quiz that asks what is important to them. Universities are then ranked based off of this information, the user is given a shortlist of 5. The webapp was developed through numerous design iterations with multiple stakeholders. In this project we used <b>Postgresql</b> for the database and <b>Heroku</b> for deployment.	
2020	<b>WACC Compiler</b>	Java, ARM
	A compiler for the simplified language WACC. This compiler was written in <b>Java</b> and is capable of translating WACC into <b>ARM</b> assembly code that can then run, giving the desired output of the program. We expanded the basic compiler to include overloading variables and functions (based on parameters and/or return types). Optimisations include constant evaluation and control flow.	
2019	<b>Pintos</b>	C
	During this project we built on <b>legacy code</b> to build an OS that implements a scheduler, system calls and virtual memory.	
2019	<b>Terminal Squares</b>	Java
	This game you get points by making squares. I made the game with gameplay options and an option of 2 human players or playing against a custom built AI.	
2019	<b>ARM Project</b>	C, ARM
	An assembler and disassembler in <b>C</b> , writing some assembly code that was then run on our disassembler. Followed by an extension using a Raspberry Pi to make a binary numbers game.	

## SKILLS & INTERESTS

Programming	Comfortable with Java, C and Python. Some experience with Haskell and C#. Comfortable with tools such as version control and CI/CD also with markup language LaTeX.
Web Based	Comfortable with HTML, CSS and some experience in Javascript.
Ten-Pin Bowling	Have competed internationally both independently and as part of Team England. In 2018 became double European Champion collecting 2 golds and a silver in the European Youth Championships in Denmark. Acted as team captain in multiple teams during my bowling career.