

Thomas J. Taylor

object-orientated web developer

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About

Object-orientated web developer currently working on a global open-source learning project but always on the lookout for exciting new opportunities!

I am highly adaptable, with skills in both technical and creative areas, and relish the challenge of using new technologies to develop exciting and engaging user-centric products. I am also a highly motivated and committed individual who is comfortable leading others as I am contributing as part of a team. I have excellent written and verbal communication skills and am able to adapt well to any audience.

Skills

Full-stack web development (HTML, CSS *with LESS*, Javascript [Node, MongoDB & various web frameworks]); Object-orientated software development (ActionScript 2/3, Objective-C, Java, Python); Source control (Git, Subversion); Document preparation (L^AT_EX).

Hobbies & Interests

User experience, test-driven development, ethical software practices, open-source software, clean code(!) Black coffee, photography, Studio Ghibli, Leicester City F.C. reading, the Rebel Alliance, gym.

Education

2008–2012	<p>Bachelor of Science - University of Brighton.</p> <p>Computer Science (Games) (<i>first-class honours</i>)</p> <p>Major project: An experiment into using academic machine learning techniques in a game context. Developed in Objective-C for the iOS4 using the Cocos2D game engine.</p> <p><i>source code available at github.com/taylortom/cogito</i></p> <p>Modules studied: Programming Languages, Concurrency And Client-Server Computing, Advanced AI, Computer Graphics Algorithms, 3D Dynamic Modelling, Object-Oriented Software Design, Games Development, Computer Systems Architecture, Mathematics, Human Computer Interaction, Requirements Analysis</p>
2006–2008	<p>A-levels - Wreake Valley Community College.</p> <p>A2: Graphics with Materials Technology (A), English Literature (B), Biology (C)</p> <p>AS: Chemistry (C), General Studies (C)</p>
2004–2006	<p>GCSEs - Wreake Valley Community College.</p> <p>Mathematics (A), English Lit. (A), English Lang. (B), Double Science (AA), IT (A), Business Studies (A), Business & Communication Systems (A*), Graphic Products (A), Music (B), French (B), German (C), Humanities (A), R.E. (A)</p>

Professional Experience

Nov 2014 –
Present

Open-source Learning Technologies Developer - Kineo

Role as a core developer on the FOSS Adapt learning project with a focus on the Node.js-based authoring tool, having contributed various major features including user management and course import/export.

In addition to development, I often lead small ad-hoc feature-development teams and play a main role in the greater product management of the authoring tool.

Another major aspect to my role is community involvement. This can be anything from answering questions, giving technical advice, giving presentations and seminars, engaging in group discussions or on-boarding new members. I particularly value this, as gives me a direct line of communication with our **users**, something I haven't experienced in other roles.

Another unique aspect to this role is the need to balance different commercial interests while maintaining the Adapt project's core ideals. Most of the collaborators on the project are also market competitors, so often have their own competing goals. Diplomacy is regularly needed to keep all sides happy.

Jul 2012 –
Oct 2014

Technical Consultant - Kineo

Junior TC:
Jul 2012 – May
2013

Role as a developer working on web-based e-learning courses for many high-profile private *and* public sectors clients.

Student
Placement:
Jul 2010 – Aug
2011

I was involved in the entire development cycle, from requirements analysis to code architecture/development to bug fixing. I worked on a huge range of courses from out-of-the-box 'bronze' level, to highly complex 'gold' level courses which introduced major customisation and new functionality.

One of my biggest achievements was single-handedly architecting and building a complex data-visualisation widget using HTML5 and Canvas in an award-winning flagship project for City & Guilds (who later went on to acquire Kineo). At the time of the project, these technologies weren't widely used internally, so a significant part of this task was the R&D and subsequent identification of appropriate technologies and tools.

Good communication skills were vital when dealing with non-technical departments to ensure the entire process was as transparent as possible. Short development cycles were commonplace, so being able to work under high-pressure conditions was very important.