Thomas J. Taylor
object-orientated web developer

Flat 1, 13 Blatchington Rd.
Hove, East Sussex, BN3 3YP.

website: `tomtaylor.name`
github: `github/taylortom`

tel: `(+44)7711084485`
e-mail: `hello@tomtaylor.name`

About

Full-stack web developer with 5 years experience, currently working on a global open-source digital learning project. Currently employed full-time, but always on the look-out for exciting new opportunities.

I am highly adaptable, with skills in both technical and creative areas, and thrive on the challenge of using new technologies to develop exciting and engaging user-centric products. I am a highly motivated and committed individual who is as comfortable leading others as I am being a team player. I also have excellent written and verbal communication skills due to my considerable experience dealing directly with clients and users.

Skills

Full-stack web development: HTML, CSS (LESS), Javascript (plain, ES6, Node.js), NoSQL (MongoDB), Unit testing (CasperJS, Mocha).
Source control: Git, Subversion **Document preparation**: LaTeX.

Hobbies & Interests

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

Education

2008–2012	**Bachelor of Science** - University of Brighton, East Sussex.
	Computer Science (Games) *(first-class honours)*
	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. *source code available at* `github.com/taylortom/cogito`
	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
2006–2008	**A-levels** - Wreake Valley Community College, Leicestershire.
	A2: Graphics with Materials Technology (A), English Literature (B), Biology (C) **AS**: Chemistry (C), General Studies (C)
2004–2006	**GCSEs** - Wreake Valley Community College, Leicestershire. 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)

Professional Experience

Nov 2014 – Present

Open-source Learning Technologies Developer - *Kineo*

Role as a lead developer on the FOSS Adapt project's Node.js-based authoring tool.

On the development side, I play a major role in the product management of the authoring tool, as well as contributing to the code directly and indirectly by leading feature-development teams.

Another major aspect to my role is community involvement, which involves on-boarding and training newcomers to the project (both internal and external), attending and giving presentations at community events to drive engagement, and maintaining an active online presence. I particularly value this community aspect, as gives me a direct line of communication with our end users, something I haven't experienced in previous roles.

I get a lot of enjoyment out of working with the Adapt community, the project's ethical principles, and the knowledge that together, we're providing a valuable product to our users while pushing the learning industry as a whole.

Jul 2012 – Oct 2014

Junior TC: Jul 2012 – May 2013

Student Placement: Jul 2010 – Aug 2011

Technical Consultant - *Kineo*

Role as an ActionScript 2/3 and later Javascript developer working on digital learning courses for many high-profile private and public sector clients.

I was involved in all aspects of development, from requirements analysis to code architecture and development to bug fixing, and regularly led the development on projects.

One of my biggest achievements in this role was architecting and building a complex data-visualisation widget using HTML5 Canvas in an award-winning flagship project for City & Guilds. A significant part of this task was the R&D and subsequent identification of appropriate technologies and tools.

I developed good communication skills as a result of dealing with clients and non-technical departments, as well as an ability to thrive under high-pressure conditions, due to our often short development cycles.