

Thomas J. Taylor

object-orientated programmer

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About

Object-orientated programmer working in a leading e-learning services company. I am highly adaptable, with skills in both technical and creative areas, and enjoy the challenge of using new technologies to develop exciting and engaging products. I am a highly motivated and committed team member, and have considerable professional experience working to tight deadlines with many high-profile clients. I have good communication skills, and am comfortable working with both technical and non-technical staff, as well as individually.

Skills

Object-oriented software development (ActionScript 2/3, Objective-C, Java, Python); Web development (HTML, CSS/LESS, Javascript [jQuery, Backbone, Underscore, Node, Grunt]); Design patterns; Source control (Git/Subversion); Document preparation (L^AT_EX).

Hobbies & Interests

Technology, open-source software, adaptive software, UX/usability, ethical software practices. Acoustic guitar, live music, Beat literature, cinema, black coffee, gym, Leicester City F.C.

Education

2008–2012	Bachelor of Science <i>with first-class honours</i> - University of Brighton. Computer Science (Games) Major project: An experiment into using academic machine learning techniques in a game context. Developed natively for the iPhone using Cocos2D. <i>source code available at github.com/taylortom/cogito</i> 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. A2: Graphics with Materials Technology (A), English Literature (B), Biology (C) AS: Chemistry (C), General Studies (C)
2004–2006	GCSEs - Wreake Valley Community College. Mathematics (A), English Lit. (A), English Lang. (B), Double Science (AA), I.T. (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	<p>Open-source Learning Technologies Developer - <i>City & Guilds Kineo</i></p> <p>Developer working on the open-source Adapt Learning project, which involves contributing to the authoring tool as well as the framework. As the project is still in its relative infancy, the role requires a lot of R&D around new technologies and directions that we can take.</p> <p>The role also requires me to maintain an active presence in the Adapt online community. This can involve anything from answering questions, contributing bug fixes, engaging in steering group discussions, writing documentation and any other relevant tasks.</p> <p>Due to the distributed nature of the project, I work predominantly with individuals who are part of different organisations, all of whom have their own agendas. In addition to ensuring that Kineo's opinion is sufficiently voiced, I also need to make sure that the Adapt project's core values are upheld, which can require a lot of diplomacy at times.</p>
Jul 2012 – Oct 2014	<p>Technical Consultant - <i>City & Guilds Kineo</i></p> <p>Role as a developer working on e-learning courses using a variety of web-based technologies for many high-profile clients from both the private and public sectors.</p>
Junior TC: Jul 2012 – May 2013	
Student Placement: Jul 2010 – Aug 2011	<p>I was involved in the entire development cycle; from requirements analysis, to code architecture/development, to bug fixing. I worked on a range of courses, from out-of-the-box to highly complex gold-level courses which introduced major custom 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 project for City & Guilds.</p> <p>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.</p>
Oct 2009 – Oct 2010	<p>Volunteer - <i>Royal National Institute for Deaf People</i></p> <p>Volunteer for the <i>Don't Lose The Music</i> scheme: aimed at raising awareness of the long-term damage of listening to loud music. I attended various events around Brighton, talking to students whom were often initially indifferent to our cause.</p>

Open-source Development

April 2014 –
Present

Adapt Learning

Adapt is an open-source responsive HTML framework established by several UK learning technology providers (and originally created by my current employer City & Guilds Kineo).

I have contributed various new features and plugins as well as various bug fixes to the framework.