Thomas J. Taylor
web-application programmer

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About

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

I am highly adaptable, with both technical and creative skills, and thrive on the challenge of using new technologies to develop exciting and engaging user-centric products. I am a motivated and committed individual who is as comfortable leading others as I am being a team player; effective collaboration has been at the heart of my greatest successes. I also have excellent written and verbal communication skills, and deal directly with clients and users on a daily basis.

Skills

Web development: HTML, CSS/LESS, JavaScript (plain, ES6/Node.js), NoSQL (MongoDB), TDD & automated testing (CasperJS, Mocha), reqs. analysis, spec definition, product management.
Misc: Version control systems (Git, Subversion) Document preparation (LaTeX).

Hobbies & Interests

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

Education

2008–2012 **Bachelor of Science** - University of Brighton, East Sussex.

Computer Science (Games) *(with first-class honours)*

Major project: An experiment into using academic machine learning techniques in a game context. Developed in Objective-C for 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.

I play a major role in the product management of the authoring tool, both by directly contributing code and also by playing a leadership role in feature-development teams.

I'm also required to have a big involvement in the open-source community itself, so handle various related tasks such as 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 to my role, as gives me a direct line of communication with our end users, something I was sheltered from in previous roles.

I get a lot of personal enjoyment out of working on the Adapt project, not only for its ethical core principles, but also the feeling that I'm working on a product that's both valuable to our users and also forcing a change in the learning industry as a whole; something I've been able to witness over my time working on the project.

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.