

# Thomas J. Taylor

*web-application programmer*

Flat 3, Brick Lane  
High Street, Henfield  
BN5 9DB.

website: [tomtaylor.name](http://tomtaylor.name)  
github: [github/taylortom](https://github.com/taylortom)

tel: (+44)7711084485  
e-mail: [hello@tomtaylor.name](mailto:hello@tomtaylor.name)

## 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 (L<sup>A</sup>T<sub>E</sub>X).

## 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	<b>Bachelor of Science</b> - University of Brighton, East Sussex. <b>Computer Science (Games)</b> ( <i>with first-class honours</i> ) <b>Major project:</b> An experiment into using academic machine learning techniques in a game context. Developed in Objective-C for iOS4 using the Cocos2D game engine. <i>source code available at <a href="https://github.com/taylortom/cogito">github.com/taylortom/cogito</a></i> <b>Modules studied:</b> 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	<b>A-levels</b> - Wreake Valley Community College, Leicestershire. <b>A2:</b> Graphics with Materials Technology (A), English Literature (B), Biology (C) <b>AS:</b> Chemistry (C), General Studies (C)
2004–2006	<b>GCSEs</b> - 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	<p><b>Open-source Learning Technologies Developer - <i>Kineo</i></b></p> <p>Role as a lead developer on the FOSS Adapt project's Node.js-based authoring tool.</p> <p>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.</p> <p>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.</p> <p>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.</p>
Jul 2012 – Oct 2014	<p><b>Technical Consultant - <i>Kineo</i></b></p> <p>Role as an ActionScript 2/3 and later JavaScript developer working on digital learning courses for many high-profile private and public sector clients.</p>
Junior TC: Jul 2012 – May 2013	
Student Placement: Jul 2010 – Aug 2011	<p>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.</p> <p>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 &amp; Guilds. A significant part of this task was the R&amp;D and subsequent identification of appropriate technologies and tools.</p> <p>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.</p>