

Callum Gooding

160A Forster Street
Nottingham, NG7 3DD
(+44) 7500 546598
psycg2@nottingham.ac.uk

EXPERIENCE

Universal Markets, Fleet — *Software Engineer*

MAY 2018 - PRESENT

Working to automate and provide analytics relating to the resale of products across many sales channels including Amazon FBA, Ebay, Fruugo and PoS. Requires use of skills such as PHP, UN/EDIFACT messaging, high capacity MariaDB operations making use of both back and front end frameworks such as Laravel, jQuery and Bootstrap.

Frimley Health NHS Trust, Camberley — *Filing Clerk*

APRIL 2015 - SEPTEMBER 2017

Keeping the physical library of around 1,000,000 patient's notes in order, ensuring notes for clinics are sent to the right location in a timely manner whilst working in a team to ensure tasks are completed in an efficient manner. Also on the team working to electronically store all notes ready for the trust's expansion across multiple sites.

Washindi Trampoline Club, Berkshire — *Trampoline Coach*

APRIL 2015 - PRESENT

Coaching children, sometimes with severe learning difficulties, to overcome fears and respond to instructions as well as ensuring optimal performance at competitions and events. Also ensuring safety and wellbeing of children whilst coaching at competitions abroad, becoming their carer 24 hrs/day.

University of Nottingham Sport, Nottingham — *Trampoline Coach*

SEPTEMBER 2018 - PRESENT

Coaching adults, some disabled, to push performance all year round in preparation for various competitions throughout the country and abroad. Also a member of the club committee as Performance and Development Officer responsible for overarching coaching goals and ensuring the club as a whole is as competitive as possible.

EDUCATION

Calthorpe Park Secondary School, Fleet — *Secondary Education*

SEPTEMBER 2010 - AUGUST 2015

GCSE:

- A* - 3
- A - 2
- B - 5

FSMQ:

- Additional
Mathematics - A

Farnborough Sixth Form College, Farnborough — *A Levels*

SEPTEMBER 2015 - AUGUST 2017

A2:

- Mathematics - B
- Physics - B
- Computer Science - A

University of Nottingham, Nottingham — *Degree*

SEPTEMBER 2017 - PRESENT

BSc Computer Science with
Artificial Intelligence - 83%
first year

LANGUAGES

- Java
- Python
- PHP
- x86 ARM Assembly
- C/C++
- JavaScript
- HTML
- CSS
- SQL

TECHNOLOGIES

- Laravel
- AJAX
- Bootstrap
- jQuery
- MySQL
- MariaDB
- Redis
- AI methods including
 - Feedforward Neural Networks
 - Recurrent Neural Networks
 - Convoluted Neural Networks
 - LSTM Neural Networks
 - KNN classification
- UN/EDIFACT messaging
- TensorFlow

PERSONAL COMMENTS

Having had an affinity for technology in all domains since a young age I have found entering into more advanced fields such as computer science at degree level and advanced artificial intelligence a natural and welcome progression. My work ethic, tested in real-world situations, has proven to be relentless and driven. I often find myself absorbed in the task at hand, often pursuing absolute perfection before I feel satisfied with my work.

My work in trampoline coaching has required, beyond most relevant skills, a cool and level head during high stress situations. For example a more challenged performer may have episodes which, due to their physical mass, may prove dangerous for the smaller children in close proximity. Such situations require the ability to give a calm demeanour and level tone whilst one's own safety may be at risk. On a more technical level however, high performance coaching requires the ability to solve complex problems, many of the contributing factors of which may be within the head of the performer and invisible without detailed thought and communication. As well as this, due to the high levels of variance in performers, many methods of solving the same problem must be ready at hand, moving one to consider options beyond their own previous experience.

Currently, my more involved work is developing an inventory management system for a company specialising in Fulfilled By Amazon orders. This, at first glance, is a problem solved by many third-party platforms. However, what I have found to be as of yet unachieved, is automation of the "Buy Box" game: manipulating the offerings of possibly multiple separate entities, controlled from the same origin, to create demand and ensure that when a customer searches for a given product as a result of said new demand; the first result is the desired seller: us. This at the moment is controlled by hard coded rules which will be hard to maintain at a larger scale so I am collecting historical data in an attempt to automate a large, fast-paced and high-stakes game playing operation.

