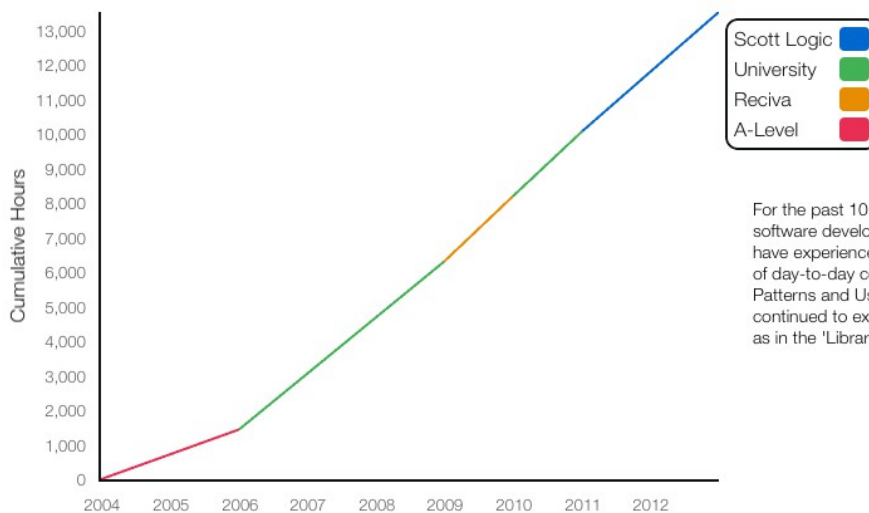


Thomas Kelly

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For the past 10 years, I have worked for over 13,000 hours at software development, with 3 years of real industry experience. I have experienced many methodologies and processes outside of day-to-day coding, particularly Agile Development, Design Patterns and User Experience (UX). Aside from coding, I have continued to expand my knowledge through books and blogs, as in the 'Library' section below.



- iOS component development across entire product range.
- (Unofficial) UX expert amongst development team.
- Social media manager.
- Technical Support.
- Marketing Comms copy-reviewer.
- Continual presence on the office library book orders.
- Blogger.
- Interviewer.
- Maintainer of the Continuous Integration server.
- Participant in numerous study groups.



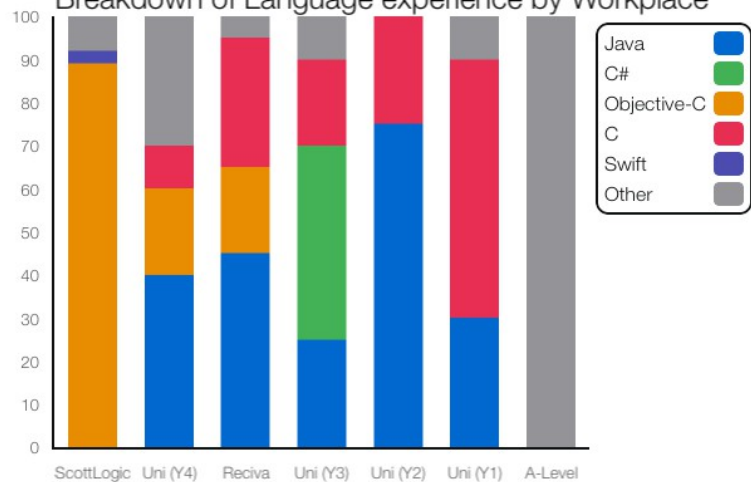
- Client-side development of integrated device software.
- Development of device drivers and features.
- Server-side development of radio services.

The past decade has given me a wide range of experience across many different languages.

This primarily focused on Objective-C and Java, but includes other languages (grey columns) such as:

- Python
- Ruby
- Pascal
- PHP
- HTML5
- Assembly

Breakdown of Language experience by Workplace



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Besides code on ShinobiControls, I also contributed...



500+ social media posts



100+ forum posts



5 tutorial blog posts

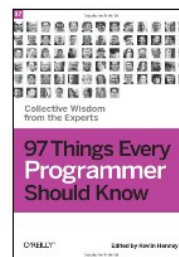
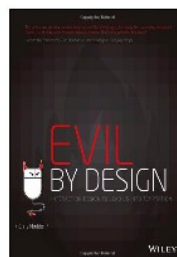
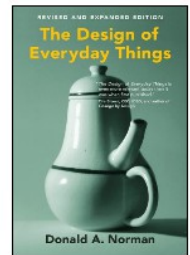
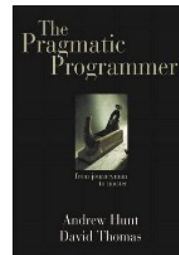
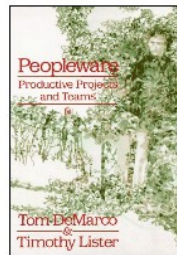
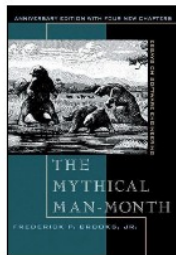


3 new interview questions

Personal Library

During my time at Reciva and ShinobiControls, I have built up a sizable reading list. These books are a selection of some I have read and recommended to others.

In particular, books about User Experience (UX), Agile Development, and Project Management feature heavily.



Outside of work, I also...



Organise a weekly anime group
(since Jan 2012)



Play Flute and Piano



Make and wear cosplays



Play lots of video games.
Currently writing a book
on Gamification