Education

University of Birmingham

MSc Computer Science 2015-2019

1st Class

Howard of Effingham School

2008-2015

A-Level - Maths, Physics, Further Maths,
Computing - AABC
GCSE - 2A* in Maths and Graphical Design, 4As
including Computing

Skills

Languages: C, C++, Java, Python 2/3, PHP, HTML5 / JavaScript / CSS3, TypeScript, Haskell, OCaml

Libraries: GTK+, SDL, OpenGL, Django Tools: Git, Bash, SSH, Apache, MySQL, Unity, AWS, Pip, virtualenv, Linux, Windows

Projects

FlappyClone

I was interested in JavaScript, so I created a game that mimicked Flappy Bird over the course of a week. The game has a global leaderboard accessed using PHP, and backed by a MySQL database. The site is hosted on an AWS server.

Portal

As an experiment with OpenGL and GLFW, I created a 3D demo application that displays a scene with portals that can be looked through.

Full details of all my projects are available at callumgtolley.uk

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Surrey
KT24 6BH



Callum Grant Tolley

I've just graduated from the University of Birmingham with a 1st class MSc in computer science, and I'm open to job offers. My dissertation was based around AI using deep learning.

I am an enthusiastic programmer, and I am competent in C, C++, Java, Python, JavaScript, PHP and Rust. I have experience working in a professional environment, most recently as a Software Research Assistant with the university assisting researchers with their computing projects. I have also had other software development jobs where I have demonstrated my capability of working as a team to produce high quality applications.

In my spare time I am a dinghy instructor sailing at my local club, coaching young people in the fundamentals of sailing, such as sailing a course and tying knots.

Experience

University of Birmingham Advanced Research Computing

Software Research Assistant

June 2018 - July 2019

I'm currently working supporting researchers by developing software for the high performance computing cluster (BlueBEAR) at the University.

Tech used: Python, Django, HTML, JavaScript, CSS

University of Birmingham IT Innovation Centre

Software Developer

Summer 2017

I developed a game for the Lapworth Museum for use as an educational game, and a promotional tool. The game was developed to engage young people in the museum exhibits.

Tech used: HTML5, CSS, TypeScript

Millennium Point

Contract Software Developer

Summer 2017

I co-created LINC (https://callumgtolley.uk/linc), a 3D visual networking tool, for Millennium Point's CONNECT space launch.

Tech used: HTML5, CSS, JavaScript, Three.js

The Talbot Inn

Waiter Summer 2016

I worked in a high-pressure environment serving customers with a two-time Michelin star chef. I developed my skills interacting professionally with customers.

Squires Garden Centre

Sales Associate

2014-2015

Worked in a team to provide excellent customer service in a busy garden centre. Trained in customer relations and service.

Interests

I am a regular participant at hackathons, the most recent being HackTheMidlands, in September 2018. In 2016 I received the first place prize for my team's hack, BR.