

Education

University of Birmingham

MSc Computer Science 2015-2019
1st Class

Howard of Effingham School

2008-2015

A-Level - A2s in 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, CSS3, JavaScript/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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Callum Grant Tolley

Graduated from the University of Birmingham with a 1st class MSc in Computer Science. My dissertation was based around generating AIs for the Atari 2600 using deep learning.

Enthusiastic programmer, and 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 maintaining the supercomputer and 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.

Dinghy instructor sailing at my local club, coaching young people in the fundamentals of sailing, racing and tying knots.

Experience

University of Birmingham Advanced Research Computing

Software Research Assistant

June 2018 - July 2019

Developed software to test the high performance computing cluster (BlueBEAR) at the University of Birmingham, as well as developing the front- and back-end of the website used by researchers.

Tech used: Python, Django, HTML, JavaScript, CSS, SSH, Linux.

University of Birmingham IT Innovation Centre

Software Developer

Summer 2017

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

Tech used: HTML5, CSS, TypeScript

Millennium Point

Contract Software Developer

Summer 2017

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

Worked in a high-pressure environment serving customers with a two-time Michelin star chef. 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

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 named "BR".