TIM KELSALL

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EXPERIENCE

Member of Technical Staff

10/2014 — TO DATE   VMWARE INC.

Part of the EUC team.

Intern Software Engineer

04/2013 — 09/2013   VMWARE INC.

R&D in decoding h.264 video in hardware, with realtime interaction constraints, on multiple platforms including Raspberry Pi and Android devices.
Involved: learning about the h.264 stream format; harnessing each device's decoders and the state machine used to operate them; learning about the project structure of mobile apps.

Intern Software Engineer

07/2012 — 09/2012   BWI GROUP

Development of tools for visualisation of certain codebase characteristics, such as keyword heuristics, and bulk modifications of those files.
More advanced Windows and Microsoft Office interoperation scripting.

Intern Software Engineer

07/2011   BWI GROUP

Development of tools for reviewing and validating code characteristics, such as calibration contants.
Some VBA scripting for Microsoft Office.

SKILLS

Programming (Hot to cold)

C, Java, C++, C♯, Assembly, Haskell, Javascript, Python, Objective-C
Extra: Bash/Cmd scripting, HTML/CSS, LaTeX

Libraries: SDL & SFML, OpenGL (fixed + programmable pipelines).

Experience with Windows, Linux, Android and some iOS development.

Proficient with command line development, Eclipse, IntelliJ IDEA, Visual Studio (all versions).

EDUCATION

MEng Computing

10/2010 — 07/2014   IMPERIAL COLLEGE LONDON, UK

Specialisation in subjects including Computer Architecture, Graphics, Compilers, and FPGAs.
- Awarded the Deutsche Bank prize for joint best Computing Topics presentation, about Computer Image Segmentation (2011).

Graduated with a 2:1 (Upper second class)

Scientific Baccalaureate (Bac. S)

09/2007 — 07/2010   LYCEE JEAN ROSTAND, FR.

Science- and Math-specialised curriculum, with extra Mathematics.
Took the international option, with optional English literature and English history on top.

Graduated with good honours.

PROJECTS

Chip16 emulation project

09/2010 — TO DATE

Active in a community emulation VM project since 2010. Developed an assembler, emulators, converters to support it, and games for the platform.

Have lead the project since 2011, helping the project evolve and garner interest for it.

See `github.com/tykel/chip16` for documentation and supporting code.