THOMAS HUNT

MENG COMPUTER SCIENCE GRADUATING 2021

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OBJECTIVE

I eat, sleep, and breathe computing. I am an MEng fifth year undergraduate currently studying at The University of Strathclyde. I have achieved distinction-level (>70%) grades throughout my 5 years at university. I have gained valuable experience through external team projects, internships and working with international students in the summer months. I proved to be a strong team player and good communicator with a patient, friendly manner. I am now looking to further my career with a full-time graduate job.

COMPUTER SCIENCE RELATED EXPERIENCE

APPLICATION DEVELOPMENT INTERNSHIP
Baillie Gifford
June – July 2020

I was hired as a summer intern for the asset management giant Baillie Gifford. This internship was held virtually because of COVID-19, however Baillie Gifford still managed to conduct a very successful internship.
As part of the internship I participated with both programmers and non-programmers on a list of different activities and meetings. BG also provided a list of courses on the website Pluralsight for me to learn the popular JS library React and lots of other technologies and theories such as machine learning and computer security. In the second half of the internship myself and another team member were given the chance to design, develop and present a React app based on what we learned. The app allowed users to hypothetically trade shares of companies. The app used different APIs to get up to date info and dynamically refreshed this data thanks to React's powerful virtual DOM.

FREELANCE SOFTWARE DEVELOPMENT
2018 - Present

I developed a stock management app for RL Engineering. The app was used to log which items were deposited/withdrawn from the stock room and by whom. The app was developed using HTML, CSS and JavaScript. I built the app using electron in order to make it a standalone app rather than a web app.

I maintained the website for the 2020 AI Tests conference held by IEEE at ieeeaitests.com. The website uses basic web development technologies as well as JQuery and bootstrap.

I also designed and developed the website for local fitness company BoundFitness and continue its maintenance. The site was developed using WordPress.

Currently I am developing websites alongside one other developer and graphic designer as part of a small startup.

COMPUTING TEACHING ASSISTANT
International Summer School for Teens
July – August 2017

Creative coding class for international students aged 11 – 17. My role included mentoring students and helped to set the daily coding tasks. I found this work to be its own reward as I thoroughly enjoyed teaching the lesson plan, providing a supporting role for the students whilst representing ISSFT in a professional manner.

KEY COMPETENCIES / SKILLS

Analytical thinker

Good team player

Effective under pressure

Calm and organised

Good sense of humour

SOFTWARE DEVELOPMENT

Java, HTML, CSS, JavaScript, C, C#, Android, and a little bit of Python

HOBBIES

Eat, Sleep and Breathe Computing!

Playing/designing video games

Listening and playing music

Programming

JUST FOR FUN

I attended JP Morgan's Code for Good event in 2018. In 24 hours, my team and I designed an android app for mentally disabled people to locate different activities. During the project my responsibility was the frontend of the app, utilising Android Studio. The team proudly produced a small prototype app that linked to a database and used google maps.

Check out my website for my current smaller personal projects.

PROJECT EXPERIENCE AND LEADERSHIP

UNIVERSITY WORK/PROJECTS

During my third and fourth years I developed several programs as part of a team. These projects included:

Java:
- A metro route finder in which a connected graph is used as an input.
- The algorithm found the quickest route between vertices/nodes on the graph, represented by station in a rail system.
- A portfolio manager to keep track of hypothetical stock market portfolios. Multiple folios could be managed, and the app reported the value lost or gained for the total value of the folio using live stock market rates.
- An interactive pinball game whereby the user could edit the pinball board and map elements of the board to keypresses. I also developed several mobile and web apps using JavaScript:

Web Development:
- An art dealer webpage whereby users can add/sell hypothetical pieces of art. The website featured a full login system and painting database using PHPMyAdmin.
- The group project created a website to allow carers to find different activities to suit their client needs. The website featured a fully functional search engine.
- Mobile currency converting app. The app could convert between any two currencies featured on the European Central Bank website.
- Mobile brick-breaker game made entirely from JavaScript.
- Smart Commute app that allowed people to record their movement along their commute and track speed, distance, time and calories burned.

Dissertation:
My dissertation was based on investigation the use of virtual reality as a treatment for social anxiety. The project's design and general specification was based on feedback from a survey I created that asked participants to categorize and rank different aspects of cognitive behavioral therapy and how well these could translate to a virtual setting. This data was then used to influence the development of a virtual reality app that had 3 modes of therapy. The app handled public speaking, navigating through a crowd, and having a small group conversation. The final stage of my dissertation was evaluation. I created a small video that demonstrated the app and a survey to go along with it. I sent out the user evaluation survey and video to the same demographic as the requirements gathering survey and used this data to evaluate my project as a whole.