Thomas Marsh

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Profile

Software Engineer, proficient in multiple programming languages, many of which I am self taught. I am always keen to further hone and my skills, and ensure that I am familiar with the newest technologies to create robust, efficient and intuitive software.

I strive to ensure projects are on time and within budget, and am meticulous in the development, to provide maintainable, readable code, to the benefit of both myself and co-workers.

Experience

Android Developer, Self; Watford - Present

Self taught Android Developer, in which I have been fortunate enough to have worked on real world applications, including collaborating with the British Egg Industry Council to update and modernise their 'Egg Recipes' App. I used numerous technologies, including RxJava, Dagger, Retrofit, and Gson.

Software Engineer, Elsym Consultancy; Watford – 2012 - Present

Developing, updating and maintaining auditing and verification software, used in lotteries around the world. Languages I use include C (for the back-end), Java (for the front end) and SQL. I often have to travel off-site to countries such as South Africa to install and test our systems, as well as phone 24 hour phone support.

Junior Software Engineer, Strawdog Studios; Derby - 2010 - 2011

For my University Industry placement, I worked a a video games company in Derby, my duties involved porting a game from iPhone to Android, in which I had to be competent in both C++ and Java., which sparked my interest in Android Development.

Education

University of Derby; Derby – Computer Games Programming 2012

Skills

Programming Languages	- Java, C, C#, Oracle SQL.
Source Repositories	- Git, Fossil.
IDEs	- Visual Studio, IntelliJ (Android Studio)
Testing Frameworks	- JUnit.

Hobbies

Football, Formula One, Video Games, Cycling and Swimming.

References

Available on request.