



# Thomas Fisher

## Software Developer

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🌐 <https://ThomasFisherSE.github.io/>

📍 Swansea, UK

## Skills & Tools

C++ C# C Java

Javascript OpenGL Qt

XML XSL HTML CSS

Visual Studio Unity

Agile SDLC Git

## Hobbies & Interests

**Tech** - Whether reading about new computer hardware, or experimenting with interesting software technologies on my PC, I like to keep up to date with the latest tech.

**Video Games** - Enjoy frequently catching up with friends and playing video games together online.

**Rugby** - A team captain during my childhood, having played for a local club, I still enjoy watching the sport.

**Bass Guitar** - Find the experience of learning to play rewarding and enjoyable.

**Movies** - An avid Star Wars fan, amongst many other film franchises.

## Summary

Enthusiastic software engineer, with a predominantly C++ oriented background, though capable in many other languages & technologies. Passionate about producing high quality, innovative software, with 4+ years academic experience, and ~3 years commercial experience in software development. Fast and inquisitive learner with a desire to continually build on my knowledge and practical software engineering skills. Comfortable collaborating & communicating within a team, and able to provide leadership when necessary.

## Experience

### Rockfield

May 2018 - Present

### Software Developer

Major role in code design, implementation, and automated testing of Qt (C++) GUIs to be used in conjunction with in-house computational modeling software.

Frequent and effective communication & collaboration with the rest of the software development team, as well as other departments.

Agile software development lifecycle with daily experience using Git.

### Academic Projects

Larger projects completed whilst at Swansea University:

#### AR Warehousing Tool

Master's year industry project  
Oct 2017 - May 2018

Produced a working prototype (using C#, Unity, REST, JSON) for an Android based augmented reality tool for improving the workflow of e-commerce warehouse operations.

Project completed in collaboration with a company specialising in the industry, amongst a small development team of 4, following a Scrum development cycle.

#### Genetic Algorithms for Video Game AI

Master's year individual project  
Jul 2017 - May 2018

Developed a video game in Unity (C#) with a machine learning approach to game AI. A genetic algorithm was used as a mechanism to improve the performance of game AIs over successive stages of playing.

Included conceptualising, designing, implementation, testing, and documentation of the software.

#### Generic Neural Network Implementation in C++

3rd Year Project  
Jul 2016 - May 2017

Implemented an object-oriented backpropagation neural network structure in C++ using mostly STL, with the Armadillo library for matrix operations.

Generic design principles followed to allow the neural network to be used for a variety of applications.

For images of these projects, as well as other projects I've worked on, visit:  
<https://ThomasFisherSE.github.io/images/>

## Education

### Swansea University

September 2014 - July 2018

### MEng Computing (First Class Honours)

First classification in all modules, including:

- Graphics Processor Programming (OpenGL, OpenCL, C++)
- Advanced Object Oriented Programming (C++, Java)
- Data Visualization (C++)
- Software Delivery Project (C#, Unity)

### Neath Port Talbot College

September 2012 - July 2014

A Levels in: Computing | Physics | Mathematics

AS Level in: Further Maths

References available on request