

Curriculum Vitae

Thomas Wiggins

CONTACT DETAILS

Omitted for privacy reasons.

*Please use the contact form on
www.thomaswiggins.co.uk*

PERSONAL PROFILE

I am a software engineer with over two years of full-time working experience. I am qualified with a M. Sc. degree with distinction in Computer Security and a B. Sc. first-class degree in Computer Science from The University of Birmingham. I am an enthusiastic, committed worker and perform well either in a team or individually. I think logically to solve problems and as a result design efficient solutions. I learn techniques quickly and I am always keen to learn new ones, in my free time I regularly teach myself new skills and also read up on recent technological developments. I have good communication skills and can build positive working relationships with other people. I also have experience in leadership roles for projects.

QUALIFICATIONS

Post-Graduate Degree (2008-2009):	<i>The University of Birmingham</i> M.Sc. Computer Security	Distinction
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Graduate Degree (2005-2008):	<i>The University of Birmingham</i> B.Sc. Computer Science with Honours	Class I
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A-Levels (2002-2004):	<i>De Lisle Science College</i>	
	<i>AQA</i> Information & Communication Technology	C
	<i>AQA</i> Physics	C
	<i>OCR</i> Mathematics	C
	<i>OCR</i> General Studies	D

GCSEs (2000-2002):	<i>De Lisle Science College</i> 3 A's, 2 B's, 5 C's.	
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PREVIOUS EMPLOYMENT AND EDUCATION

Sep. 2005 -> June 2008	Full-time education, <i>University of Birmingham</i>
Nov. 2009 -> Present	Software Engineer at <i>borwell Ltd.</i>

OTHER INFORMATION

Full driving license with no points.
Non-smoker.

SKILLS

Programming	<u>Language/API/Platform</u>	<u>Skill Level</u>
	<i>C and C++</i>	Advanced
	<i>STL</i>	Advanced
	<i>Boost</i>	Advanced
	<i>Java</i>	Advanced
	<i>PHP, MySQL & HTML</i>	Advanced
	<i>Objective-C</i>	Intermediate
	<i>OpenGL</i>	Intermediate
	<i>Windows Driver Kit</i>	Intermediate
	<i>JSP/Servlets</i>	Intermediate
	<i>C#</i>	Beginner

Software Environments	<u>Environment</u>	<u>Skill Level</u>
	<i>Microsoft Visual Studio 2005/2008</i>	Advanced
	<i>Eclipse</i>	Advanced
	<i>Netbeans</i>	Advanced
	<i>Unix-based environments</i>	Advanced
	<i>Windows-based environments</i>	Advanced
	<i>Mercurial/Subversion/CVS</i>	Intermediate

PROJECTS

My final year dissertation project for my B. Sc. degree was a full 3D game written in C++ and OpenGL. My dissertation project for my M. Sc. degree was a network filter driver and accompanying tool designed to allow a computer to spoof network fingerprints generated from the network mapping tool “*nmap*”, this allowed a Windows Vista/7 computer to pretend to be any software/hardware combination within the “*nmap*” database.

In my working career I have investigated and implemented various technologies. This includes GIS mapping and related graphics rendering and searching techniques such as quad-trees and layer caching, scalable databases to handle incrementally large amounts of information (with millions of records added monthly to one deployed 24/7 critical system), the infrastructure design and implementation for an administrative plugin-based tools system for monitoring and controlling processes on external Unix systems, refactoring legacy 15-20 year old programs into more modern and maintainable designs (with focus on the utilization of reusable object oriented designs and extensive use of STL and Boost where applicable) and identifying and eliminating bottle-necks from programs through redesign and better utilization of resources.

I have skilled myself heavily in C++ during this time, with most projects that I’ve worked with being written almost exclusively in that language. I have been personally involved in introducing modern development processes such as unit testing to my current company, as well as moving towards modern libraries and frameworks such as the STL, Boost, Qt and Thrift. As a result of this I have been heavily involved in the library management processes (compiling, versioning and configuration) and high level design for our major software projects.

INTERESTS/HOBBIES

Computers/technology; games; reading; internet browsing; films; cult television shows; programming; travelling; web design; paintballing; swimming and fitness.