

Education

University of Birmingham

MSc Computer Science 2015-2019

First year: 77% – 1st

Second year: 78% – 1st

Third year: 76% – 1st

Howard of Effingham School

2008-2015

A-Level - Maths, Physics, Further Maths,

Computing - AABC

GCSE - 2A* in Maths and Graphical Design, 4As

including Computing

Skills

Languages: C, C++, Java, Python 2/3, PHP, HTML5 / JavaScript / CSS3, TypeScript, Haskell, OCaml

Libraries: GTK+, SDL, OpenGL, Django

Tools: Git, Bash, SSH, Apache, MySQL, Unity, AWS, Pip, virtualenv, Linux, Windows

Projects


FlappyClone


I was interested in JavaScript, so I created a game that mimicked Flappy Bird over the course of a week. The game has a global leaderboard accessed using PHP, and backed by a MySQL database. The site is hosted on an AWS server.


Portal


As an experiment with OpenGL and GLFW, I created a 3D demo application that displays a scene with portals that can be looked through.


Full details of all my projects are available at callumgtolley.uk


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Callum Grant Tolley

I am currently in my fourth and final year as a computer science student currently at the University of Birmingham. I am currently searching for a job starting in September 2019 in the computing industry, ideally as a software developer. I am an enthusiastic programmer, and am competent in C, C++, Python, JavaScript, PHP and Java. I have experience working in a professional environment, most recently as a software research assistant for the University of Birmingham.

In my spare time I am a dinghy instructor sailing at my local club, coaching young people in the fundamentals of sailing, such as sailing a course and tying knots.

Experience

University of Birmingham IT Services

Software Research Assistant

June 2018-now

I'm currently working supporting researchers by developing software for the high performance computing cluster (BlueBEAR) at the University.

Tech used: Python, Django, HTML, JavaScript, CSS

University of Birmingham IT Innovation Centre

Software Developer

Summer 2017

I developed a game for the Lapworth Museum for use as an educational game, and a promotional tool. The game was developed to engage young people in the museum exhibits.

Tech used: HTML5, CSS, TypeScript

Millennium Point

Contract Software Developer

Summer 2017

I co-created LINC (<https://callumgtolley.uk/linc>), a 3D visual networking tool, for Millennium Point's CONNECT space launch.

Tech used: HTML5, CSS, JavaScript, Three.js

The Talbot Inn

Waiter

Summer 2016

I worked in a high-pressure environment serving customers with a two-time Michelin star chef. I developed my skills interacting professionally with customers.

Squires Garden Centre

Sales Associate

2014-2015

Worked in a team to provide excellent customer service in a busy garden centre. Trained in customer relations and service.

Interests

I am a member of Explorer Scouts and have been involved in organising many expeditions, the largest one so far to Austria with 60 people. I am also a regular participant at hackathons, the most recent being HackTheMidlands, in September 2018. In 2016 I received the first place prize for my team's hack, BR.