

TOMMY WOODLEY

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EDUCATION

Imperial College London, MEng. Computing

Oct. 2020 – Jun. 2024

- Achieved First Class Honours overall in first, second and third year.
- Recognised on the Dean's List for exceptional performance in Year 1, Year 2 & Year 3.

EXPERIENCE

Undergraduate Teaching Assistant & Personal Programming Tutor, ICL

From Oct. 2021

- Collaborated closely with lecturers to facilitate First Year Labs and mark tutorial coursework.
- Provided personalised feedback, fostering a strong rapport with students and creating an environment where they feel at ease asking questions.

Software Engineering Placement – Cisco, Data Leak Prevention

Jun 2023 – Oct 2022,

From Apr. 2023

- Developed Exact Data Matching & Indexed Document Matching features for Cisco's Data Leak Prevention system, enabling users to safeguard confidential information.
- Enhanced document indexing, resulting in a setup process that outperforms competitors and reduces runtime by 90%
- Conducted thorough analysis of protection requirements, leading to the proposal of innovative product enhancements. This provides users greater control over their protection strategies.

PERSONAL ACHIEVEMENTS

IC Hack 2022

Feb. 2020

- Participated in a 24-hour hackathon, where I successfully built a sign language recogniser utilising a user's camera and seamlessly integrating it into a WebEx meeting platform.
- Under strong time pressure, I rapidly acquired proficiency in JavaScript to create the front-end of the web application.
- Won the main prize of the event, Cisco Prize in solutions for the Hybrid World.

Swift – UniGrade iOS App

From Nov. 2021

- Designed and built an innovative iOS app that empowers students in tracking and attaining their academic goals. Employed an agile, user-centred development strategy using the SwiftUI framework.
- Achieved over 10,000 downloads and an impeccable 5-star rating on the AppStore.

GROUP/COLLABORATION PROJECTS

Pintos OS Group Project

Oct. 2021 – Dec. 2021

- Reviewed an existing code base, developed both a kernel and user thread system. Implemented system calls. Expanded the OS with a Virtual Memory System.
- Coordinated with other group members to keep a consistent code style which kept our project clean and easier to develop new features.

Designing Sounds – 3rd Year Group Project

Oct. 2022 – Jan. 2023

- Developed a cross-platform application where users can draw waveforms and play with them in real time to make interesting sounds and noises.
- Optimised and created new sound interpolation techniques motivated by latest research and trained models, achieving a convincing emulation of distinct musical instruments.
- Gained one of the most highly commended applications for our year group.

SKILLS

Programming Languages: Java, C, C#, Python, Haskell, Kotlin, Swift, Scala.