

## Curriculum Vitae

# Thomas Linstead

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Full Clean UK Driving License    Date of Birth: 22/07/1992

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Portfolio: <http://www.swcdesigns.com>

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I am a developer with a strong academic background, currently employed in a Senior Salesforce Developer role. I am a skilled programmer, with a wide variety of programming, web development and software engineering knowledge, supported by a First Class Master's degree in the field of computer science. I am eager to learn new skills and to be part of a creative and evolving company.

### SKILLS:

Extensive experience:            **Apex, Visualforce, C#, Java, HTML, JavaScript, CSS & SQL.**

Some experience using:        **PHP, C++, OpenGL and OpenCL.**

Tools:                                **Salesforce, Visual Studio, Unity, Netbeans, SourceTree.**

Additional experience using: **Microsoft Office, Image Editing, LaTeX and Unix Scripting.**

I have a good understanding of Software Engineering practices such as **Object Oriented Programming** and **Design Patterns**. I am a **Full Stack Developer** with experience throughout the **Software Development Life Cycle** with nearly three years of working in industry.

I enjoy problem solving and actively want to further my knowledge and learn new skills. During the course of my degree and my time in industry I have worked on several large projects, both as an individual and as part of a team demonstrating leadership and teamwork skills. I have a good understanding of mathematics including vector mathematics and equations. I have excellent organisational skills and timeliness.

### EXPERIENCE:

#### **Senior Salesforce Developer at Epos Now– April 2016-Present**

Epos Now is the leader in cloud-based point of sale systems, relying heavily on Salesforce to run every area of the business. My current role as part of the operations team is to lead development of the Salesforce CRM system as the lead developer and primary point of contact, developing new features on the platform in an agile environment.

I work together with our CRM Business Analyst, management and key stakeholders throughout the business to advise and communicate development of new features and content. This has involved leading development of major features, including phases of project planning and requirement gathering, architecture design, implementation and integrations. As part of my role I managed and led a team of salesforce developers as the internal team leader.

Epos Now is an end-user environment, however I have worked with third party consultancies such as CloudSocius to steer and aid development of some key business features. I have done many API integrations with various third party services involving consuming and constructing REST APIs.

Throughout my time at Epos Now I have gained comprehensive experience with **Visualforce** and **Apex** programming, including **Batch Apex, Schedulers, Bulkifying code, Asynchronous Apex, Triggers** and **REST endpoints**.

I have good knowledge of the **Sales and Service Clouds**, including areas such as:

- **Pardot, Gamification, HR, CPQ, Billing** and **Stock management**.
- Utilised **SLDS, Javascript and JQuery** to produce engaging and dynamic content.
- Admin and configuration involving **setup, reports and dashboards, workflows, process builder, lightning preparation/setup** and performing **data handling & imports**.

For more of my Salesforce Development see: <http://www.swcdesigns.com/Salesforce.php>

## **Programmer/Internal Developer at Epos Now – October 2014-April 2016**

I started as an intern and was employed full time in December 2014. My role was as a programmer in the Internal Systems team of the software department, developing CRM applications used by the sales and support departments. This also included a small amount of development on the core product.

## **Work experience at Anglia Design LLP on two occasions**

### **EDUCATION:**

**University of East Anglia UEA, 2010 – 2014:**

**Degree of Master of Computing with First Class Honours in Computer Graphics.**

#### ❖ **Modules included**

##### **Software Engineering:**

Data Structures and Algorithms **70%**, Software Engineering I **81%**,  
Software Engineering II **78%**, Advanced Programming Concepts and Techniques **78%**.

##### **Computer Graphics:**

Graphics I **85%**, Graphics II **75%**, Advanced Graphics **79%**, Computer Games Laboratory **89%**

##### **Mathematics:**

Mathematics for Computing **88%**, Computing Fundamentals **91%**, Theoretical Computing **65%**.

##### **Other:**

Sound and Image I **70%**, Computer Networks **77%**, Architectures and Operating Systems **85%**.

#### ❖ **Significant Projects**

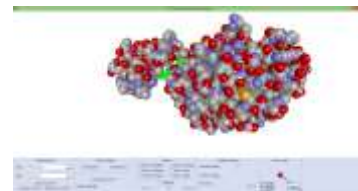
##### **3<sup>rd</sup> Year Dissertation Project: Real-Time Ray Tracing 76%**

Personal dissertation implementing the Ray Tracing technique utilising multiple cores of the CPU and GPU to perform parallel computation to achieve real-time performance. Programmed using **C++**, **OpenCL** and **OpenGL**.



##### **Final Year Dissertation Project: Haptic Software for Molecular Docking 78%.**

Developed software as part of a team to simulate molecular docking of molecules. I implemented the real-time rendering of many atoms on screen at the same time, as well as handling the collisions and force calculations. In addition I coded the interface with a new 3D pen haptic hardware device. The project involved **C#** development interfacing with **custom native C++ DLLs**, creating a larger piece of software through modular design and team collaboration **utilising Git source control**.



### **Kett Sixth Form, 2008 – 2010:**

**A Levels in:**

**Computing (Grade A)**

**Product Design (Grade A)**

**Physics (Grade D)**

**Chemistry (Grade D)**

### **Sprowston High School, 2008:**

**12 GCSEs at grade B or above (including Maths & English).**

### **HOBBIES/INTERESTS:**

I have a passion for technology, owning many technical gadgets and I like to keep up with the forefront of technological advances. I'm a games developer in my spare time, creating several games and concepts. You can currently purchase my mobile game titled 'Transphere' from all major app stores. I enjoy participating in the local community demonstrating at the Norwich Gaming Festival two years running, attending developer meetups and taking part in programming events such as GameJams including the Brains Eden, Dare to be Digital and NGF competitions. I see myself as a film enthusiast, weekly visiting the cinema and I previously joined societies at university such as Anime Soc. I like to keep active, occasionally playing badminton and cycling.

### **References**

Available upon request