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STATEMENT

I am discovering a deep passion for the rewarding and intellectually stimulating world of coding. My intrinsic curiosity about how things function drives my motivation, and I find coding provides the mental challenge I crave. With a track record of determination, resilience, teamwork and leadership, I am eager to contribute to a team with a strong learning culture to create Software that positively impacts people's lives. The combination of problem-solving and meaningful impact in programming excites me.

TECHNICAL SKILLS

- JavaScript, TypeScript
- 🕢 Node
- Test Driven Development (TDD), Jest, Supertest
- SQL, PostgresQL, Firebase, Seeding, Migration
- HTML, CSS, Tailwind, React, Phaser, Next
- ✓ Lighthouse and other Accessibility Tools
- 🕢 Render, Netlify, Github
- ✓ Agile and SCRUM methodologies

EXPERIENCE

Trainee Software Developer (Bootcamp), Northcoders, 08/23 - 11/23

- Mastered the fundamentals of JavaScript, including using Test Driven Development, Object Oriented Programming and Recursion
- Successfully developed one Full Stack application and one Full Stack desktop game using Agile Methodologies
- Created 100% of projects on time and recieved positive feedback from all tutors and users

Mathematics Plus Tutor and Mentor, Tutor Trust, 11/23 - present Mathematics Tutor, Spires, 08/23 - present

- High quality planning and outstanding delivery of small group tutoring, being a number one role model to disadvantaged young people
- Expert monitoring of progress and excellent communication with teachers, school coordinators, lead tutors and parents
- Achieved <u>100% positive feedback</u> rate from pupils and teachers

Faculty Leader / Assistant FL, Maths and Computer Science, St Mary's Menston, 09/20 - 08/23

- Lead a team that produced the best GCSE and A Level results in 5 years, where the average grade <u>increased from</u> <u>4 to 6.</u>
- Collaberating with other managers across Leeds, contributing to and leading on over 10 whole city projects
- Managed a team of 10+ staff, mentored 3 newly qualified teachers and delivered engaging, evidence based training sessions weekly
- Accountable for leading, managing and developing the whole Faculty
- <u>Achieved the staff recognition award</u>

Teacher of Mathematics and KS3/4 Acheivement Lead, Carr Manor Community School, 09/16 - 08/20

- Lead on KS3/KS4 achievement in Maths, resulting in pupils making better than expected progress increasing from 40% to over 60%
- <u>Achieved 3 Coach of the term awards</u>
- Achieved outstanding in 90% of lesson observations over the 4 year period

Pixel Plunge Desktop Game

- JavaScript, React, Phaser, Firebase, Tailwind CSS
- Barriers and Solutions: Understanding Phaser as a brand new framework, considering the documentation is not detailed enough for a beginner. To overcome this, we carefully discussed the documentation at each step of development and looked for other video tutorials and articles to help us build up the layers of the game

Full Stack app - NC News

- JavaScript, React, Vite, React-Router, CSS, Axis
- Barriers and Solutions: Props drilling and ensuring components had the states they needed to function and not overusing states within components. This required a carefully planned wireframe, detailing how components interact with each other, as well as keeping components small and avoiding excessive use of state.

Back End - NC News

- JavaScript, PostgresQL, Express, Jest, Supertest, Husky, Dotenv, pg, pg-format
- Barriers and Solutions: Separating functions into Models and Controllers and ensuring all exports and imports were consistent. I overcame this by ensuring my testing was detailed and consistent, writing 52 tests overall. Git conflicts were common as we collected feedback throughout the project. I learnt how to make pull requests and successfully review the conflicts through GitHub and VSCode before merging.

EDUCATION

PGCE | Distinction | Leeds Trinity University | 09/15 - 07/16

BSc (Hons) Mathematics | 1st Class | University of Manchester | 09/12 - 07/15