

BEN THIRKILL

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ABOUT ME

I am a motivated, analytical person with a strong desire to learn new skills as a software engineer. I enjoy the constantly evolving nature of the field, as it keeps me engaged and excited for the future of my career.

Main Technical Skills

Lua Scripting - HTML - CSS - JavaScript - PHP - Laravel - TailwindCSS - Vue.js - Flask - MySQL - SQLite - GitHub - Docker

EXPERIENCE

Freelance Web Design / Development

(2020 - 2023)

I have designed and built websites for **small to medium clients**, primarily utilizing **Laravel, Vue.js, and TailwindCSS** in the form of **Single Page Applications**. My experience includes collaborating with other developers on projects, working with clients to address their wants, needs and business goals and product support.

Freelance Game Scripting (Gmodstore)

(2017 - 2022)

Gmodstore is an online marketplace for the game Garry's Mod where developers can sell custom assets and extensions. The site has **processed over \$5 million**.

I have created **four products** on this site amassing **over 1,800 sales**. Writing **efficient, robust and secure code** was vital as these scripts were running on game servers with up to **128 concurrent players**. This opened me up to many concepts of **both back-end and front-end programming**.

Two of my projects were developed with other programmers and artists, allowing me to get a good sense of working with others. As my introduction to working within a community and managing group projects, I feel this not only helped me grow and learn more as a developer, but I also think it impacted me positively.

Home Bargains (Retail)

(2020 Oct-Dec)

I worked at Home Bargains for three months leading up until Christmas in 2020. In those three months, I gained experience in multiple areas such as transaction handling, health & safety and customer service.

EDUCATION

University Of Leeds

Computer Science (With Artificial Intelligence) (2021 - Present)

Year 1 - I finished year one with a **first average of 73%**, This year I worked on software engineering as a concept as I was already quite experienced with some of the programming languages that we were challenged with. Looking at the bigger picture and scale of a project's life cycle.

Notable Modules (0-100 Incl)

Intro to web technologies
86

Procedural Programming
96

Programming for the web
94

Object Oriented Programming
86

Year 2 – I am currently halfway through my second year, so I don't have any grades yet, however this year I have gone more in-depth into algorithm design, user interface/experience theory and the inner working of operating systems.

Sixth Form

Beckfoot School A-Levels (2020)

A* Computer Science

A Mathematics

A Business Studies