

# TOM HANCOCKS

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## PROFILE

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- Keen and enthusiastic follower of new technologies and always ready to learn more about them.
- Good problem solving and research skills.
- Creative thinker.
- I am easy going and I get on with most people allowing me to form good relationships with those that I work with.
- I work well as part of a team but I am equally open to home working under my own initiative.
- Good attention to detail.
- I am a loyal and conscientious worker.

## EDUCATION

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### Cardiff University

B.Sc. in Computer Science  
Upper Second Class

June 2012

## EXPERIENCE

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### GEAR4

iOS Developer

July 2012 - Present

High Wycombe, England

- I am currently responsible for the development of applications, right from the conceptual design, through engineering the core of the application, and to the creation of their UI and UX.
- The projects I have been involved in at GEAR4 are, Renew SleepClock, Smartlink, SoundHive Connect, Sound2Sleep and Unity Remote.
- I have been involved in the understanding and determining the potential benefits to the adoption of Bluetooth Low Energy (Bluetooth Smart) in future projects, and the capabilities and limitations that it carries.
- Smartlink development has brought about an understanding of Apple's iAP protocol, the mechanism for which iPhones, iPods and iPads communicate with MFi accessories, and have experience in using the External Accessory frameworks provided in the iOS SDK.

### TuneBar

Developer

July 2005 - October 2011

Personally Distributed Shareware

- TuneBar was my first venture in to developing publicly distributed software. It was written for Apple's Mac OS X platform using the Cocoa frameworks, along with some minor use of Carbon and other system libraries.
- TuneBar was an ongoing project which I actively developed into mid 2008, through 3 major versions. It continued to sell through to October 2011.
- TuneBar was featured in both iCreate magazine (as a double page spread) and MacFormat (as shareware of the month), and was featured as a Staff Pick on the Mac OS X Downloads page at apple.com.
- TuneBar was often praised for having an elegant design and a clean and simple user experience.

## Freelance Work

*Cocoa Developer & Web Developer*

July 2007 - July 2012

*Scarborough, England*

- Involved in the production of numerous websites, including a website for Tony Bartholomew (bartpics.co.uk).
- Developed the iPhone/iPad app Temple Moore Trail, using the PhoneGap framework to allow for portability to Android and Windows Phone.
- Developed the iPhone app SnapTime for Atama, Inc.

## TECHNICAL STRENGTHS

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<b>Computer Languages</b>	Objective-C, C/C++, Java, JavaScript, Ruby, Python, x86 Assembly
<b>Protocols &amp; APIs</b>	Cocoa / Cocoa touch, jQuery, JSON/AJAX, Swing
<b>Databases</b>	MySQL, SQLite3, Oracle
<b>Tools</b>	Xcode, nano, bash, llvm & gdb, git, L <sup>A</sup> T <sub>E</sub> X, UML

## PREVIOUS PROJECTS

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### Second Year: Group Project

October 2010 - May 2011

- The project was to build the specification and design (using UML and other design techniques we deemed appropriate) and application that could run both on the web and on smart phones such as iPhone and Android. The concept of the application was to help improve the morale of students within the university by finding when they were happiest and when they were not.

### Final Year Project: Mapping a Physical Environment

August 2011 - May 2012

- The goal of this project was to determine the feasibility of producing a robot at low cost that would be able to successfully map an unknown environment. The project employed aspects of embedded systems, and a confidence based learning. Through simulations the algorithms were found to work in an ideal and perfect world, but were hindered by physical constraints placed at that cost level, ultimately showing that additional costs would need to be spent in order to overcome those limitations.

## INTERESTS

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- Cycling
- Skiing
- Reading
- Writing

## REFERENCES

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- References are available upon request.