

# GILES LAVELLE

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## EDUCATION

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- University of Bristol** *September 2012 - June 2015*  
BSc Computer Science  
First-class honours.
- Shrewsbury Sixth Form College** *September 2010 - June 2012*  
Computing, Maths and Physics  
A\*AA in Maths, Physics and Computing.
- Meole Brace School Science College** *September 2005 - June 2010*  
Six GCSE A\*s including Maths, Science and English.

## WORK EXPERIENCE

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- Thumbtack** *September 2014 - Present*  
*Software Engineer* *San Francisco, CA*
- Worked on the proactivate team improving the experience for professionals using the service.
- Google** *June 2014 - September 2014*  
*Software Engineering Intern* *Mountain View, CA*
- Worked on the Chrome OS team, developing [new file systems](#) to allow Chromebook users to store their files on remote servers through a variety of protocols including WebDAV and FTP.
- University of Bristol Mountaineering Club** *June 2013 - May 2015*  
*Webmaster* *Bristol, UK*
- Created a new [website](#) for the club including a bespoke trip management system with AWS and Parse.
- PLASMA Research Group** *June 2013 - September 2013*  
*Google Summer of Code Intern* *Amherst, MA*
- Contributed to [Doppio](#), an in-browser JavaScript implementation of the Java Virtual Machine.
  - Worked on emulating Java's Swing GUI library to add support for graphical programs, and the UNIX filesystem API for storing persistent data.
- Envato** *2011*  
*Programming Tutor* *Chattanooga, TN*
- Created [video tutorials](#) for Nettuts+, watched by tens of thousands, on Python and its use in server-side web development using the Django framework.

## TECHNICAL SKILLS

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<b>Primary Languages</b>	JavaScript, CoffeeScript, Python, Java, C, Bash, Haskell, C++
<b>Applied Areas</b>	Frontend web development with JavaScript and HTML5 APIs
<b>Tools and Technologies</b>	Git, GitHub, HTML5, Unix, Node.js, Grunt, Browserify
<b>Libraries and Frameworks</b>	jQuery, Backbone, Underscore, Bootstrap

## PROJECTS

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- [Conduktor](#) - Version control for music production. My Bachelor's thesis project.

- [Derulo](#) - Command line tool for manipulating JSON files.
- [CAMLE](#) - Compiler for a procedural language, written in CoffeeScript to run in Node.js and the browser.
- [ARM THUMB ISA processor emulator](#) written in Verilog.
- [Coursework](#) - Web-based hybrid Markdown and LaTeX editor with real-time preview.
- [Localisr](#) - Chrome extension for automatically converting times and currencies in the text of web pages into the user's local format.
- [Testly](#) - Automated language-agnostic black-box unit testing tool, written in Python.
- [ClipCloud](#) - Command line tool for automating the process of gathering media, uploading it to cloud storage services and then sharing a link.

## HOBBIES AND INTERESTS

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When I'm not programming I enjoy rock climbing. I'm was on the committee of my university club, where I taught new members and helped to coordinate large group trips. I was also an active member of the DJ society, and I perform professionally at local nightclubs and parties.

## EVENTS AND COMPETITIONS

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### **Greylock Hackfest**

*July 2014*

Worked in a team of 2 to create [Somewhere](#), a webapp that offers recommendations for holiday destinations in 24 hours.

### **LinkedIn Intern Hackday**

*July 2014*

Worked in a team of 3 to create [Audiuum](#), a service for realtime music synchronisation across platforms and devices in 18 hours.

### **Mubaloo Mobile Appathon**

*March 2013 and 2014*

Worked independently to create [Chirrup](#), an online MIDI sequencer and synthesiser in 24 hours.

Worked in a team of 5 to create a 3D Android game using Java and OpenGL in 24 hours.

### **BAE Systems Detica Capture the Flag**

*November 2012 and 2013*

Worked in a team of 5 to tackle a series of security challenges including binary exploits, deobfuscation and reverse engineering.

### **24th Ludum Dare**

*August 2013*

Worked independently to create a 2D cross-platform desktop game in Java and OpenGL in 48 hours.