# Paul-Michael Sorhaindo                                   Curriculum Vitae

CONTACT
INFORMATION

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PROFESSIONAL
EXPERIENCE

**Brandwatch**, Brighton, UK

Javascript Developer - Audiences Team                **October 2015 - Present**

- Working on the front end of a React/Redux web app which allows users to define a group of twitter users referred to as an audience and then surface insights based on what that audience is posting and sharing.
- Contributing to the development of a Pattern Library to produce reusable UI components used throughout the web app.
- Organized a data science reading group across the engineering department to discuss papers and spread knowledge on topics such as Natural Language Processing, Reinforcement Learning and Deep Learning.

**Brandwatch**, Brighton, UK

JavaScript Developer - Enterprise Team          **November 2014 to October 2015**

- Worked on administration features for Brandwatch's primary product built with Backbone.js, including features for agency clients to allow their account managers to administrate and monitor multiple sub-clients easily.
- Carried out a major UI update to the existing administration dashboards, and additional UI elements to the core app.
- Worked as part of an early access program to develop an integration to Twitter's Ads API which was in beta at the time. Allowing Brandwatch users to curate audiences for Twitter advertising campaigns based on the insights gained using the Brandwatch Analytics platform.

**Playtech (formerly Ash Gaming)**, London, UK

Mobile Developer                               **August 2012 to September 2013**

- Programmed JavaScript versions of existing Flash games produced by Ash Gaming and integrated these HTML5 versions with various client's backends - some stable, some under development.
- Assisted the head of the department with recruiting new developers. Sat in on interviews with potential candidates and provided feedback.
- Researched solutions to device specific problems when implementing HTML5 games on both iOS and Android devices.
- Worked on large projects individually and as part of a team. Made use of SVN source control, working on separate branches and merging to the trunk where necessary.

**University of Brighton**, Brighton, UK

Lecturer's Assistant                             **February 2012 to May 2012**

- Assisted first year students taking a range of degrees from Computer Science to Digital Media with their Web Development Course (CI135).
- Aided the lecturer in guiding students who had problems with programming tasks in lab sessions.
- Answered questions that students had outside of the programming tasks, in order to aid them in trickier parts of their final assessment in the module.

**Playtech (formerly Ash Gaming)**, London, UK

<u>Junior Localisation Developer</u> **June 2010 to August 2012**

- Developed translated versions of Flash games produced at Ash Gaming.
- Programmed tools and organized procedures in order to optimise workflow within the department.
- Worked with and adapted existing code from other departments to solve bugs which occur within projects during the localisation process.
- Worked on several internet based Flash Games which are now live and playable on websites such as williamhill.com and 888.com.

EDUCATION

**University of Sussex**, East Sussex, UK

M.Sc., Computer Science, September 2014 (Distinction)

- Dissertation Topic: Generalising a Part-of-Speech Tagger's Output With the Aim to Increase the Performance of Downstream Processing
- Favoured modules:
  - Natural Language Engineering
  - Mathematics and Computational Methods for Complex Systems
  - Advanced Software Engineering
  - Machine Learning

**University of Brighton**, East Sussex, UK

B.Sc., Computer Science (Games), August 2012 (First Class with honours)

- Dissertation Topic: A Functional Ant Colony Simulation
- Favoured modules:
  - Computer Graphics Algorithms
  - Programming Languages, Concurrency and Client-Server Computing
  - Advanced AI
- Elementary German Language Course

**Welwyn Hatfield Consortium**, Hertfordshire, UK

A Levels, The Welwyn Hatfield Consortium, June 2008

- Computing, Graphics, Mathematics, General Studies

DEVELOPER SKILLS

Programming Languages:
- JavaScript, Python and Java.

VOLUNTEERING

Helping out at codebar.io as a coach, teaching underrepresented people in tech programming basics. Occasionally playing organ and flute at the local church.

HAPPIEST WHEN

Travelling and language learning. Reading into Artificial Intelligence, Data Science and Mathematics. DJ'ing and electronic music production.

AWARDS

University of Sussex
- The Joe Holmberg Scholarship in Advanced Computer Science

University of Brighton
- FDM Group Prize 2012
- Course Representative Bronze award

Music awards
- ABRSM Piano Grade 6
- ABRSM Flute Grade 5