

Jack Maskell

Full-Stack Software Engineer



jackmaskell.com



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Atral

ABOUT

I was studying physics at university when I first had a proper go at programming. My first language was **Python**. It scratched an itch that physics didn't. I could write some code, click a button, and see the fruits of my labour immediately. I loved it.

I made the decision to switch degrees and study **Artificial Intelligence and Computer Science** and while studying, I discovered web development. It was a perfect combination of my passion for programming and the interest in graphic design that I'd picked up over the years. After graduating, I started looking for jobs in web dev and landed one at **Darktrace**. For the past 3 years, I've been working as a full-stack engineer on the company's CRM, planning, designing and coding new systems to support the sales operations of the business.

EXPERIENCE

2021 – PRESENT

Vue.js

Vuetify

JavaScript

Node.js

MySQL

Git

HTML & CSS

Laravel

SOFTWARE ENGINEER – DARKTRACE

- Designed and implemented new systems across the whole stack for the company's CRM software.
- Redesigned legacy systems from the ground up, to enhance usability and code quality and reduce the need for manual work during critical periods.
- Provided training and guidance to junior team members and performed thorough code reviews.
- Deployed code to live servers, monitored logs and resolved server errors.
- Stood in as application lead, coordinating scrum activities, communicating with stakeholders and resolving issues like failed API syncing.

2018 – 2021

Python

Ruby on Rails

Haskell

Java

ROS

Robotics

Machine Learning

Computer Graphics

BSC (HONS) ARTIFICIAL INTELLIGENCE AND COMPUTER SCIENCE, 1ST CLASS – UNIVERSITY OF SHEFFIELD

- Led teams in multiple software engineering projects from requirements elicitation through to delivery.
- Won the Engineers in Business competition by pitching a swarm robotics solution for precision agriculture.
- Wrote my dissertation on AI grammar correction in Python.

2016 – 2017

Python

BSC PHYSICS – UNIVERSITY OF SHEFFIELD

- Learned how to use Python in a scientific setting.
- Honed skills in advanced mathematics such as Fourier techniques and partial differential equations and quantum mechanics.
- Learned about physics behind medical imaging technology and how electromagnetic radiation is used in radiography, CT and MRI.
- Found out why aliens haven't visited us yet.

STATS



PROJECTS

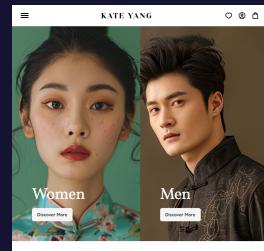
COMMUNITY FLAVOR PACK

I am part of the core team of 2 on Community Flavor Pack, the most popular Crusader Kings 3 mod with 500,000 downloads, where my contributions mostly include 2D graphics and textures. The project adds historically accurate and documented visual flavour to the game to enhance visual flavour without affecting balance or gameplay.



KATE YANG

I'm currently building an e-commerce shop to sell traditional Chinese clothing using Vue.js, node.js and mySQL.



COIN IDENTIFIER

A tool to help you identify English coinage of the Middle Ages, built in Vue.js.



DICE ROLL APP FOR TABLETOP GAMES

I'm building a physics based dice roll app designed to be used for tabletop games. The app is built in Unity Engine using C#.

