Charles Cochrane

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Profile

I'm a passionate and creative software engineer with a wide variety of experience. Hoping to work with interesting and experienced professionals to deliver quality, well designed software that people use and enjoy. A lover of learning with a strong team ethic.

Employment History

Automata: Software Engineer   **2018-Present**

Automata is a startup focused on bringing a disruptive robotic arm to market. I joined the team to work full stack on the robot's internal control software and on Choreograph, it's 3D web based control and programming platform.

Pusher: Software Engineer   **2017-2018**

Pusher is a realtime communications API provider. I joined the startup to experience a smaller team and have more responsibility across a product. Began work on Pusher's data pipeline and later on Chatkit, a rich chat API service.

Independent Game Developer   **2016-2017**

Took time out to learn a new skill, game development, and gain experience managing a product and myself. Made "RacetronicVR", a time trial racing game for virtual reality headsets, which I released on Steam.

IBM: Software Engineer   **2013-2016**

Worked on IBM's container registry and cloud hosting service, Bluemix, helping to design, create and run the service. Previously worked on their Cloud Foundry app hosting service and consulted closely with clients, such as Vodafone and Nationwide, particularly on data security and compliance.

Intel: Customer Quality and Reliability Engineer   **2011-2012**

13 month placement working with Intel's customers on hardware, software and manufacturing quality.

131 Commando Royal Engineers: Sapper   **2009-2011**

Trained Soldier and B3 Combat Engineer in the British Territorial Army.

Qualifications

Plymouth University: BEng Robotics   **2009 - 2013**

Received a 2:1 with honours. Included modules of programming, hardware design, electronics and robotics.

Skills and Knowledge

Languages

Most recently I have been using mainly Go, C++ and JS but have previously worked with Python, Java, VHDL, Rust and Ruby.

General Tools

Linux, Git, SQL and NoSQL databases, Docker and Rkt, K8s, Kafka, HAProxy and Nginx, ELK stack, Prometheus, Nagios, Redis, Etcd, Vault, Jenkins, Protobuf, AWS/GCP and IBM Bluemix.

Game Development

Mainly Unreal Engine 4 and C++ but have created games with SDL2, OpenGL and webGL from scratch.

Interest areas

Distributed software and databases, robotics, scalability, networking, game engine design.

Interests

Video Games, Boxing and MMA, Traveling, Woodblock Printing, Miniature Painting, Cooking, Investing.