Charles Cochrane

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Profile

I'm a passionate and creative software engineer with a wide variety of experience seeking a challenging role. 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

Pusher: Software Engineer   **2017-Present**

Joined the startup to experience a smaller team and have more responsibility across a product. Began work on Pusher's data pipeline and am currently working on Chatkit, a Chat API service, and on a new in-development product.

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   **2014-2016**

Worked on IBM's container registry and hosting service, Bluemix, helping to design, create and run the service. Previously worked on their Cloud Foundry app hosting service and WebSphere Liberty profile, a Java application server.

IBM: Technical Consultant   **2013-2014**

Worked 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

I am most experienced with Go and C++, but have previously worked with JavaScript, 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 with C++ and Blender for meshes but have created games with SDL2 and OpenGL from scratch.

Interest areas

Distributed software and data stores, concurrency and parallelism, scalability, networking, cryptography, graphics pipelines.

Interests

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

References available on request