DOMINIC AYRE

Software Engineer | Cambridge

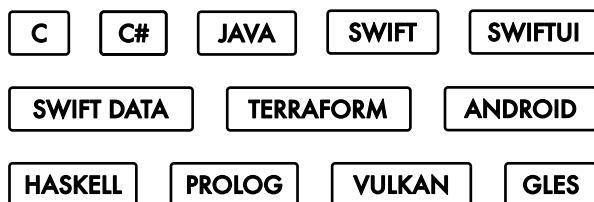## EDUCATION

MEng Computer Science
University of Bristol

TECHNOLOGIES

Strong

PYTHON | UNIX | C++ | TYPESCRIPT
DOCKER | NODE.JS | FLUTTER | GITHUB
AZURE | CONFIDENTIAL COMPUTING
BICEP

Working Knowledge

C | C# | JAVA | SWIFT | SWIFTUI
SWIFT DATA | TERRAFORM | ANDROID
HASKELL | PROLOG | VULKAN | GLES
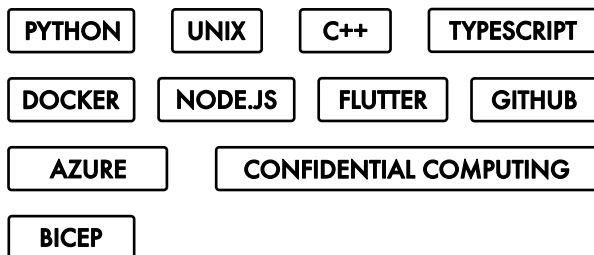
PERSONAL PROJECTS/HOBBIES

STUDY PLANNER - UWP School Planner App
>240,000 downloads | Featured multiple times
Creativ Bloq Top 10 Windows Apps
#1 Non-Game Paid App in Windows Store (UK)

SOUS CHEF - Recipe app built on Swift UI and
Swift Data, using GPT and DALL-E, currently in
development

QUIDDITCH - Helped found Bristol Quidditch
Club | President for 2 Years | Made Bristol the
largest UK Club

GRAPHIC DESIGN - Logos | Websites
Applications | Social Media Graphics
Brand Guidelines | Sport Highlights Reels

EXPERIENCE

Microsoft

Current Role - Software Engineer
July 2022 - Present
I worked on the Confidential Consortium
Framework (CCF). Helped to add support for
AMD SNP. Worked in Azure to create CI testing
workflows in both Github and Azure DevOps.
Moved into Azure Core to work on Confidential
Azure Container Instances. Worked on adding
Azure support to the Google's Privacy Sandbox.

Arm

Senior Software Engineer
September 2017 - July 2022
Promoted in April 2018 and April 2020
I worked on instrumenting the Mali GPU Driver.
I owned our visualisation tool, which is written
with D3 and NodeJS, and drive requirements
gathering and design work for that, including a
major design overhaul. I helped to architect our
Python data modelling library. I also acted as
my teams Scrum Master, driving process
improvements.

Intern - Vulkan Timeline Visualisation
July - September 2016
Instrumented and visualised the Vulkan
timeline. I gained a useful knowledge of the
Vulkan API.

Intern - Precompiled OpenCL Headers
July - September 2015
Added support for precompiling OpenCL
headers with Clang to improve loading
performance and maintainability.

Intern - Compute Shaders
July - September 2014
Research into using compute shaders to render
SVG paths.

domayre@outlook.com   +44 7581 192226   References Available Upon Request