

# Edward Atkin, Data Engineer

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 <https://www.edwardatkin.co.uk>

 <https://www.github.com/eatkin>

## Profile

Passionate programmer with a lifelong interest in digital development and problem-solving through code. Proficient in web development, data science, and game development. Recent graduate from Le Wagon's intensive Data Science and AI Bootcamp. My background in brewing, including the development of award-winning beers, showcases my dedication to precision and innovation. Committed to transitioning into a data engineering career to automate and optimise data pipelines and systems.

## Education

### Data Science, Le Wagon

April 2023-October 2023 | Remote

- Part time coding bootcamp focussing on Python, SQL, Statistical Analysis, Machine Learning, Deep Learning and MLOps
- Gained practical experience through development of individual and group projects

### BSci Mathematical Physics, University of Nottingham

September 2011-July 2015

- Applied complex mathematical theories to real-world scenarios
- Completed a scientific computing project predicting probabilities of particles in different potentials using MATLAB

## Technical Skills

### Programming Languages

Python, SQL, HTML5, CSS3, JavaScript, 6502 Assembly

### Data Science and Analytics

Data collection and visualisation, machine learning, data pipelines, statistical analysis

### Tools and Technologies

Git/Github, Google Cloud Platform, Linux, Docker, Make

## Professional Experience

### Head Brewer, Matlock Brewing Company Ltd

April 2015-present

- Demonstrated strong leadership skills by overseeing all aspects of brewing production at a small, family run business, from recipe development to production
- Showcased a creative and innovative approach by developing award-winning recipes, including Reverence, an extra special bitter made using heritage barley variety Chevallier
- Leveraged excellent interpersonal and customer service abilities in managing market stalls and events, engaging directly with customers to promote the brand

### Development Team Lead, Date & Game

April 2021-May 2023

- Designed and developed six games for a small startup, enhancing the user experience of a dating app through engaging multiplayer game integration
- Created robust and modular systems that formed the foundation for various online multiplayer games
- Collaborated effectively with artists, game designers, and app developers to seamlessly integrate these games into the app
- Mentored and supported new developers in understanding the codebase and working with the systems, fostering a culture of knowledge sharing and skill development

## Projects

For further details and to explore my projects, visit <https://www.edwardatkin.co.uk>

### Reddit Sentiment Analysis

2023

- Collaborated in a team of five to conduct sentiment analysis on Reddit comments
- Implemented automated data collection, data dashboard and service containerisation

### Horse Racing Predictor

2023

- Solo project built from data collection right through to deployment
- Implemented fully automated data collection and result prediction utilising *Google Cloud Platform* for running containerised services and *Google BigQuery* for database management

### Coding Heaven (Blog)

2023

- Authored *Coding Heaven*, a blog to share my experiences of programming and data science concepts in a fun, entertaining and accessible way

### Other Minds

2021

- Designed and developed an open-world 2D platformer game over two years as a solo developer
- Implemented unique mechanics allowing players to control any entity within the game
- Worked on game design, programming, artwork, and music, showcasing diverse skills and creativity