Gabriel Magnus Wright

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Software Developer with experience in building and testing enterprise applications, particularly in **Java** and **JavaScript**. Worked professionally across the **full stack** from developing backend features for an **AI** tool, to fixing UI bugs within internal tools, to enhancing CI/CD workflows using Bash and Jenkins. Possess a strong academic background in Data Analytics and Mathematics. Confident in adapting to different OO languages and tech stacks.

Relevant Employment History

Junior SDET Engineer at Diffblue (August 2024 - August 2025)

Software Developer in Test at an AI startup, building Cover - an AI-tool that autonomously generates and maintains unit tests for Java without the use of LLMs.

- Worked in an agile team to expand Cover's capability, helped allow Cover to utilise user codebase factories for test generation.
- Enhanced CI/CD workflows using Bash, Jenkins, and GitHub Actions for quality assessment of generated code.
- Improved logging of codebase for clearer error visibility and environment settings for our developers.
- Cleaned up the settings page (restore to default button, reordered settings) within IntelliJ Plugin (Swing components) and fixed UI bugs for internal tools (**React/JS**).
- Conducted compatibility testing across Java versions (11, 17, 21, 24) with various build tools and frameworks.
  - Build tools: Maven, Gradle, Ant.
  - Frameworks: Spring Boot, Jersey, Guice.
  - Testing frameworks: JUnit 4, JUnit 5, TestNG.

Support Engineer at Content Guru (November 2022 - March 2023)

Support Engineer at a cloud-based contact centre platform. Initial point of contact for raised tickets.

- Support clients through clear communication and troubleshooting.
- Develop and maintain extensive documentation based on raised tickets for internal tracking.
- Address configuration issues using MySQL queries and accessing remote servers.

Projects - Github

Chaotic Cats Multiplayer Party Game - Unity/C# (Released on Steam, February 2025)

- Released a 20 minigame party game with friends.
- Responsible for the inner game loop, development of the minigames and project organisation.
- Coordinated playtests to gather feedback. New features were developed based on feedback, maintaining a dynamic development loop.

Full Stack WebApp - SpringBoot & Vaadin (GitHub Repo)

- Designed, developed and deployed a website for my old blog using a Spring Boot back end and Vaadin front end.
- Integrated a MySQL database using Spring Data JPA to store articles and upload fresh ones.
- Implemented a RESTful API to enable safe live updates to the site, using Spring Security to secure authentication.

Pomodoro Timer - React & TypeScript Web App (GitHub Pages - GitHub Repo)

- Built a productivity-focused Pomodoro timer using React and TypeScript.
- Implemented dynamic timers through state management.
- Includes customisable settings, including an optional warmup round, and visual themes.

Portfolio Website - Static JS, HTML, CSS (Portfolio Website - GitHub Repo)

- Created and maintained a static website to showcase personal projects and blog posts.
- Purposefully uses a light tech stack for easy updates and deployment via **GitHub Pages**.

Education

University of Warwick MSc in Data Analytics - Distinction (September 2021-September 2022)
- Focused in on Data Analytics, Machine Learning and High Performance Computing.
- Dissertation on Opinion Dynamics - studying the transference or changing of states for agents in a given network and is used in Social Networking, Finance and Business.
- Developed academic projects using Python and C++, related to Data Mining, HPC (OpenMP/MPI) and NLP.

University of Warwick BSc in Mathematics - First Class Honours (September 2018-July 2021)
- Studied Analysis and algebra including real/complex analysis, group theory and linear algebra.
- Grew mathematical skills in statistics, stochastic processes and differential equations.

Skills

- **Languages:** Confident in Java, JavaScript, TypeScript; experience using Python, C++, and C#.
- **Frameworks:** Spring Boot, React, Vaadin, Unity; testing frameworks including Jest, JUnit 4/5 and TestNG.
- **Tools & DevOps:** Jenkins, GitHub Actions, Docker, Bash scripting, Maven, Gradle, Ant.
- **Databases:** MySQL, PostgreSQL; exposure to AWS.
- **Practices:** Agile development, CI/CD pipelines, RESTful API design, version control (Git).

Part-time Employment History

Retail Assistant at Holland and Barrett (September 2023 - March 2024)
Bar Staff at Club 147 (July 2021 – September 2021)
Customer Assistant at Primark (July 2021 – September 2021)

Hobbies and Activities

- Hobbyist game developer.
- Currently making my first short film, tackling writing, directing and production roles.
- Former Tournament Officer for Super Smash Bros at Warwick Nintendo Society, organising local and regional events.
- Enjoy sports and fitness, attending the gym and try to stay active.
- Reader, always exploring new genres and ideas.