Jay Massey

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Software engineer with computer science, customer sales, & electronics experience, alongside a keen interest in making older designs much more automated, generalised, & efficient. ~1.5 years of industry experience utilising **C, C++, Ada, & Python**, as well as an extra 5+ years of related studies on **jaymassey98.github.io/portfolio**.

Experience

BAE Systems   **Portsmouth**
Software Engineer   **12/2022 – Present**

> Programmed secure, real-time radars with C++ & Ada, using Agile & Scrum concepts with Jira.
> Developed clean & concise software over lifecycles, matching with defined requirement analysis.
> Continued developing the skills listed below, incl. further knowledge of programming languages.

Thales UK   **Crawley**
Embedded Engineer   **09/2021 – 12/2022**

> Improved ISO 9001 communication devices, including MSN-8200 radios & an R&D ECM model.
> Redesigned digital signal processor assembly code into C & C++, resolving any obsolescence issues.
> Restructured code to enable repurposing, reducing dev. costs for subsequent radio & ECM projects.
> Virtualised embedded software in Visual Studio, to debug & validate code before board deployment.
> Overhauled testing with mocking & unit tests, to assess all functionality & waveforms automatically.
> Constructed model-based designs of DSPs using DFT & FFT algorithms, in MATLAB & Simulink.
> Automated code generation via models, & auto-updated code by data scrapping via Python scripts.
> Utilised SoCs versioned with Git & running FreeRTOS, on physical 32-bit ARMs & with VMware.

Peacocks   **Sussex**
Duty Manager   **11/2016 – 04/2019**

> Led retail stores of 4 to 8 people 2+ days a week; promoted after showcasing strong leadership.
> Managed employee training for new recruits, whilst providing continuous advice & mentorship.
> Developed effective communication skills from constant interactions with customers & clients.
> Selected to merchandise stores in Brighton & London after showcasing consistently high KPIs.

University

University of Brighton   **2.1 Honours Degree**   **BSc Computer Science**

Produced embedded C & object-oriented C++ projects for MCUs, SoCs, processors, & multithreaded servers.
Trained a variety of machine learning models using NumPy, scikit-learn, & TensorFlow via TDD with Python.
Studied set theory, data structures, OSs, algorithms, calculus, CI / CD pipelines, UML, circuitry, & schematics.
Delivered a dissertation on the ethics of using AI & algorithms to determine decisions in autonomous vehicles.

Personal

Qualifications – Achieved a B in Electronics A Level, & 13 GCSEs, with A's in Computer Science & English.
Further Skills – Driving; entertaining; first aid training; googling; presenting; Microsoft Office, especially Excel.
Key Interests – Bouldering; designing; gaming; ice skating; strength training; system overclocking; volunteering.