

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. 2.5+ years of industry experience utilising **C, C++, & Python**, as well as an additional 5+ years of related studies on jaymassey98.github.io/portfolio.

Experience

BAE Systems

Software Engineer

Remote

12/2022 – Present

Programmed secure, real-time Commander radars in C++ & Ada, rendering data onto map UIs.
Defined requirements for sprints via Agile & Scrum principles, to develop clean & concise code.
Configured IoT virtualised systems comprehensively, to ensure end-users only used our products.
Led software trails in Egypt at multiple project milestones, to aid in further contract negotiations.
Continued developing the skills outlined below, including added knowledge in multiple languages.

Thales UK

Embedded Engineer

Hybrid

09/2021 – 12/2022

Enhanced defence systems, MSN 8200 radios, & R&D behaviour / implementation ECM models.
Redesigned digital signal processor assembly code into C & C++, resolving any obsolescence issues.
Optimised processing algorithms running complex calculations, for systems with tight CPU timings.
Restructured code to enable repurposing, reducing dev. costs for subsequent radio & ECM projects.
Overhauled testing with mocking & unit tests, to assess all code in Visual Studio 2019 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 ARM's & with VMware.

Peacocks

Duty Manager

Sussex

11/2016 – 04/2019

Managed retail stores of 4 to 8 people 2+ days a week; promoted after showcasing strong leadership.
Conducted employee training for new recruits, providing them with continuous advice & mentorship.
Developed effective communication skills from constant interactions amongst a variety of customers.

University

University of Brighton

2.1 Honours Degree

BSc Computer Science

Produced embedded C & object-oriented C++ projects on 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.

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 – Boulderling; designing; gaming; ice skating; strength training; system overclocking; volunteering.