

Jed Walton

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EXPERIENCE

Golang, TypeScript, Python Development

Project

- Implemented a File Q&A with Vector Databases, and OpenAI.
- Experience working in a complex distributed environment.
- Demonstrated ability with Golang, TypeScript, Python, PostgreSQL and Weaviate.
- Integrated OAuth across the stack.

Brighton, United Kingdom
October 2023 - November 2023

- Gained exposure to Micro-SaaS and product development.
- Implemented DX features, docker compose, live reloading, GitOps, ensuring a smooth development experience for future developers.
- Integrated with OpenAI to create a ChatGPT clone with a File Q/A user interface.

Golang Development

2 Week Project

- Designed, Implemented and Deployed to production, user-friendly software which enables crowd-sourced publishing to social media platforms.
- Implemented production grade CI/CD pipelines.
- QA techniques including Unit, Integration, and automated testing via CICD pipelines.
- Demonstrated ability with Golang, TypeScript, Google Cloud Platform, GitHub Actions, PostgreSQL.
- Demonstrated DevOps proficiency techniques including GitOps, Docker, Automated database backups, rollbacks, migrations, staging and production environments.
- Gained exposure to Micro-SaaS and product

Brighton, United Kingdom
August 2023 - September 2023

development and drastically reduced MVP development cycle down to 2 weeks.

- Demonstrated locality of behaviour, testing without mocks, integration testing, and idiomatic Go.
- Implemented DX features, docker compose, live reloading, GitOps, ensuring a smooth development experience for future developers.
- Integrated with OpenAI to curate content for users, increase engagement and reduce moderation costs.
- Automated generating graphic content from text to post on social media.

TypeScript Development

LucidFX AI Ltd

- Dockerized state of the art machine learning algorithms for deployment to production.
- Leveraged the power of Full-Stack TypeScript honing ability with tRPC and Nextjs.
- Designed and implemented a walking skeleton for a new

Brighton, United Kingdom
March 2023 - August 2023

product.

- Gained exposure to MicroSaaS and product development.
- Learned the importance of ICP, Go-to-market, Marketing and Product strategies for efficient product development.

Full Stack Engineer

Bidlogix Limited

- Gained full stack development experience with TypeScript and Java.
- Worked on putting 'AuctionPay' MVP into production.
- Gained proficiency in QA techniques including Unit, Integration, End-to-End Testing, CICD pipelines, scripting and more.

Brighton, United Kingdom
September 2022 - March 2023

- Practiced Scrum Methodologies. Collaborated to size tickets, plan sprints, participate in daily standups and retrospectives.
- Gained exposure to AWS including S3, Lambda, CloudFormation, CloudWatch, DynamoDB.

Smart Contract Development

Freelance

- Gained Web3 full stack web development experience with TypeScript, React, Hardhat.

Remote
May 2021 - Sept 2021

- Gained proficiency in linux.
- Exposed to highly collaborative start up environments.

Customer Facing Employment

(18 Months Total)

- **The Bullingdon Venue:** 1 Month
- **M&S:** 8 Months
- **The Vaults & Garden Cafe:** 1 Month

Oxford, United Kingdom
2015 - 2017

- **Waitrose:** 7 Months
- **Walton Street Cycles:** 1 Month

SKILLS SUMMARY

- **Languages:** Go, C, C++, Java, Python, SQL, TypeScript
- **Libraries & Frameworks:** Net/http, tRPC, Nextjs, React, PyTorch, Spring
- **Tools:** Git, Docker, MySQL, PostgreSQL, Weaviate, Neovim, tmux, i3
- **Platforms:** Linux, GCP, AWS, Github Actions, Stripe
- **Soft Skills:** Critical Thinking, Mentoring, Deep Work, Self-Direction

EDUCATION

- **JetBrains Academy** Online
Java Developer, Java Backend Developer *Sept 2021 - August 2022*
Relevant topics include:
 - Object-oriented programming
 - Functional programming
 - Generic programming
 - Spring Framework
- **University Of Sussex** Brighton, United Kingdom
BSc (Hons) - Computer Science and Artificial Intelligence; Degree Classification: 2:1 *October 2018 - June 2021*
Courses:
 - Mathematical Concepts
 - Knowledge and Reasoning
 - Programming Concepts
 - Neural Networks
 - Data Structures & Algorithms
 - Natural Language Engineering
 - Compilers and Computer Architecture
 - Acquired Intelligence & Adaptive Behaviour
 - Software Engineering
 - Computer Vision
 - Further Programming
 - The Ghost in the Machine?
 - Program Analysis
 - Databases
 - Introduction to Programming
 - Human-Computer Interaction
 - Introduction to Computer Systems
 - Web 3D Applications
 - Fundamentals of Machine Learning
 - Individual Project (Dissertation)
- **University Of Sussex** Brighton, United Kingdom
Computing Sciences Foundation Year *October 2017 - June 2018*
Courses:
 - Mathematics for Computing
 - Database and Application Development
 - Foundation Programming
 - Communication and Learning Skills
 - Program Design
 - Computing Project
- **Cheney 6th Form** Oxford, United Kingdom
A-Levels *Sept 2015 - June 2017*
Courses: Music, Physics, Computing

PROJECTS

- **LucidFX:** Created a walking skeleton to trigger state of the art video super resolution algorithms from the web browser, and inference models in the cloud. Conducted experiments to test the viability of deploying such a product.
- **FeatureExtractorPy:** Built a Prototype to Extract Parts List and Title Block from Mechanical Engineering Assembly Drawing PDF and output to CSV.
- **Ray Traced Reverberation Chamber - University Of Sussex - Dissertation 72/100, 1st.:** Completed an extensive piece system design and implementation work under the supervision of Dr Kingsley Sage. The project involved the creation of an artificial reverberation chamber using ray tracing techniques modelling the propagation of sound along with a variety of emulated microphones and a graphical user interface. Worked independently to a large extent, defined the problem boundaries, investigated possible solutions, and presented the results verbally, in writing, and demonstrated them in action.
- **Monopoly Spin-off, 'Property Tycoon' - University Of Sussex - Software Engineering group assignment 77/100, 1st.:** Undertook a team-based coursework, which involves the production of a significant software deliverable in the form of an interactive gaming application. Gained experience working on the whole life-cycle of a software product including: requirement analysis, software architecture and design, implementation, quality assurance, maintenance activities. Further gained experience with social issues in software engineering such as team-structures and conflict management. Other issues covered include: agile software engineering methods, testing, test-driven development, coding practice and standards, design and code reviews, version control.

HOBBIES AND INTERESTS

- **Micro-SaaS:** Passionate about building small, profitable, and bootstrapped businesses.
- **Mentoring:** I thoroughly enjoy sharing knowledge to enable others to get from A to B efficiently.
- **Drums:** Taught me the value of deliberate practice. Achieved grade 8 with distinction. Learned to educate.
- **Lifting Weights:** Allows me to feel grounded and clear-headed. The discipline I have developed reduces perceived effort of cognitive work considerably.

REFERENCES

- **Available on request.**