

# Jed Walton

github.com/jedwalton

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## EXPERIENCE

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### Software Engineer

*1x2Network*

- Core technologies: Go, Java, Linux, SQL.
- Responsible for the maintaining the Central Admin System. This includes managing, debugging and fixing data pipelines with millions of records daily critical for business intelligence and invoicing.
- Introduced automated unit, integration, regression and E2E testing and Semantic Versioning.
- Implemented and maintained features across Java and Go code bases.

Brighton, United Kingdom

*January 2024 - Present*

- Migrated clients from legacy systems to new Go systems.
- Improved logging to generate actionable insights.
- Skilled in modern development practices such as Kanban, JIRA, Confluence, Bitbucket. Daily standups.
- Provided mentoring and guidance to new junior developers.
- Managed and Coordinated a small team of offshore developers to achieve high leverage in support activities.

### Golang Developer

*Freelance*

- Implemented a File Q&A with Vector Databases, and OpenAI.
- Full-Stack Golang and TypeScript Development.
- Integrated OAuth across the stack.
- Integrated Weaviate Vector Database with OpenAI embeddings using PostgreSQL data.
- Gained exposure to Micro-SaaS and product development.

Remote

*October 2023 - November 2023*

- Implemented complex container orchestration with Docker Compose and live reloading.
- QA techniques including Unit, Integration, and Automated testing in CI.
- Implemented CI/CD Pipelines with GitHub Actions including automated PostgreSQL database backups, rollbacks, staging and production environments.

### TypeScript Developer

*LucidFX AI Ltd*

- Dockerized state of the art video super resolution machine learning algorithms for deployment to production.
- Gained working knowledge of Kubernetes through a spike into the viability of deploying on demand GPU clusters for inferencing SOTA Video Super Resolution

Remote

*March 2023 - August 2023*

Algorithms.

- Gained proficiency with Full-Stack TypeScript with tRPC, Nextjs.
- Designed and implemented a walking skeleton for a new product.

### Full Stack Engineer

*Bidlogix Limited*

- Worked with large monolithic Java Spring Boot applications and Dockerized build environments.
- Scrum with Atlassian software development with JIRA, Confluence and Bitbucket including Daily Standups, Sprint Planning and Retrospectives.
- Gained working knowledge of Container Orchestration,

Brighton, United Kingdom

*September 2022 - March 2023*

CICD Pipelines and QA techniques.

- Automated builds, deployments and load tests with a combination of Bitbucket pipelines and Jenkins.
- Developed features within AWS infrastructure including, DynamoDB, CloudWatch Log Insights, CloudFormation, S3, APIGateway.

### Web3 Developer

*Freelance*

- Gained Web3 full stack web development experience with TypeScript, React, Hardhat, Ethersjs, Solidity, MetaMask, and Infura.

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

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- **Languages:** Go, Java, SQL, C, Python
- **Libraries & Frameworks:** Gin, Spring, gRPC
- **Tools:** Git, MySQL, PostgreSQL, Kafka, Redis, Docker, JetBrains, nvim, vi, tmux
- **Platforms:** Linux, Mac, Github, Bitbucket, Jenkins, AWS, GCP
- **Soft Skills:** Critical, Pragmatic and Reflective Thinking, Mentoring, Deep Work

## EDUCATION

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- **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
  - Ray Traced Reverberation Chamber (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: Computing, Physics, Music**

## PROJECTS

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- **Current Project Activity:** Up-to-date project activity available at [github.com/JedWalton](https://github.com/JedWalton)
- **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. Outputs of experiments available at <https://www.youtube.com/@drumlucidly>
- **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.

## HOBBIES AND INTERESTS

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

## REFERENCES

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- **Available on request.**