

# Jed Walton

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## WORK EXPERIENCE

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### Full Stack Engineer

*Bidlogix Limited*

Brighton, United Kingdom

*September 2022 - March 2023*

- Gained full stack development experience with TypeScript and Java.
- Gained proficiency in QA techniques including Unit, Integration, End-to-End Testing, CICD pipelines, scripting and more.
- 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*

Remote

*May 2021 - Sept 2021*

- Gained Web3 full stack web development experience with TypeScript, React, Hardhat.
- Gained proficiency in linux.
- Exposed to highly collaborative start up environments.

### Customer Facing Employment

*(18 Months Total)*

Oxford, United Kingdom

*2015 - 2017*

- **The Bullingdon Venue:** 1 Month
- **M&S:** 8 Months
- **The Vaults & Garden Cafe:** 1 Month
- **Waitrose:** 7 Months
- **Walton Street Cycles:** 1 Month

## SKILLS SUMMARY

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- **Languages:** TypeScript, Go (Learning), Python, Java, C, SQL
- **Libraries & Frameworks:** React, Nextjs, tRPC, Drizzle-ORM, Jest, Clerk, PyTorch, Spring
- **Tools:** Docker, Git
- **Platforms:** Linux, AWS, Vercel
- **Soft Skills:** Deep Work, Ownership, Communication, Time Management

## EDUCATION

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### JetBrains Academy

• *Java Developer, Java Backend Developer*

Online

*Sept 2021 - August 2022*

**Relevant topics include:**

- Object-oriented programming
- Functional programming
- Generic programming
- Spring Framework

### University Of Sussex

*BSc (Hons) - Computer Science and Artificial Intelligence; Degree Classification: 2:1*

Brighton, United Kingdom

*October 2018 - June 2021*

**Courses:**

- Mathematical Concepts
- Programming Concepts
- Data Structures & Algorithms
- Compilers and Computer Architecture
- Software Engineering
- Further Programming
- Program Analysis
- Introduction to Programming
- Introduction to Computer Systems
- Fundamentals of Machine Learning
- Knowledge and Reasoning
- Neural Networks
- Natural Language Engineering
- Acquired Intelligence & Adaptive Behaviour
- Computer Vision
- The Ghost in the Machine?
- Databases
- Human-Computer Interaction
- Web 3D Applications
- Individual Project (Dissertation)

### University Of Sussex

*Computing Sciences Foundation Year*

Brighton, United Kingdom

*October 2017 - June 2018*

**Courses:**

- Mathematics for Computing
- Foundation Programming
- Program Design
- Database and Application Development
- Communication and Learning Skills
- Computing Project

### Cheney 6th Form

*A-Levels*

Oxford, United Kingdom

*Sept 2015 - June 2017*

**Courses:** Music, Physics, Computing (BCC respectively)

## PROJECTS

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- **LucidFX**: Created a walking skeleton to trigger state of the art video super resolution algorithms from the web browser, and inference the models in the cloud. Conducted experiments to test the cost efficiency and 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

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- **Micro-SaaS**: Passionate about building small, profitable, and bootstrapped businesses.
- **Workflow optimization**: Periodically timebox streamlining my developer workflow.
- **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.