

# Jed Walton

github.com/jedwalton

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## EXPERIENCE

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### Software Engineer

*1x2Network*

Brighton, United Kingdom

*January 2024 - Present*

- **Key Technologies:** Go, Java, Linux, SQL
- Led and supported the majority of new client integrations, including all 3rd-party (3PI) and all new direct integrations, working closely with clients throughout onboarding.
- Proactively resolved underlying issues, reducing inbound support tickets through improved code quality and

root-cause fixes.

- Refactored the codebase to support modern cloud infrastructure.
- Refined deep knowledge and mental models of many of our services enabling me to quickly solve problems and upskill and train team members to become useful fast.

### Freelance

*Building Projects*

*March 2023 - November 2023*

- **Key Technologies:** Go, Linux, TypeScript
- Built multiple MVPs to exploring Micro-SaaS viability.
- Expanded personal portfolio (github.com/JedWalton)

- Gained deep proficiency in tmux, vi, Linux, Dvorak, JetBrains IDEs to streamline workflow and bolster development efficiency.

### Full Stack Engineer

*Bidlogix Limited*

Brighton, United Kingdom

*September 2022 - March 2023*

- **Core Technologies:** Linux, Java, SQL, TypeScript
- Contributed to both front-end (TypeScript) and back-end (Java) development
- Shipped features within AWS infrastructure, including DynamoDB, CloudFormation, S3, API Gateway,

CloudWatch.

- Participated in Agile ceremonies (daily standups, sprints, retrospectives) to enhance team productivity and transparency.

### 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:** Go, Java, SQL, C, Python
- **Libraries & Frameworks:** Gin, Gorm, Spring
- **Tools:** Git, MySQL, PostgreSQL, Kafka, Redis, Docker
- **Platforms:** Linux, AWS, GCP
- **Soft Skills:** Critical, Pragmatic and Reflective Thinking, Mentoring, Deep Work

## 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
- Introduction to Computer Systems
- Programming Concepts
- Fundamentals of Machine Learning
- Data Structures & Algorithms
- Knowledge and Reasoning
- Compilers and Computer Architecture
- Neural Networks
- Software Engineering
- Natural Language Engineering
- Further Programming
- Acquired Intelligence & Adaptive Behaviour
- Program Analysis
- Computer Vision
- Introduction to Programming
- The Ghost in the Machine?

- Databases
- Human-Computer Interaction

- Web 3D Applications
- Ray Traced Reverberation Chamber (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*  
**Courses: Computing, Physics, Music**

Oxford, United Kingdom  
*Sept 2015 - June 2017*

## 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.**