

Jed Walton

github.com/jedwalton

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Software Engineer — Go — Java — Linux — Integrations

Software engineer with experience in Go, Java, and cloud-native systems. Skilled at building integrations, refactoring legacy systems, and delivering efficient solutions in fast-paced environments.

EXPERIENCE

Software Engineer

1x2Network

Jan 2024 – Present

Brighton, UK

- Delivered 20+ client integrations (3PI and direct), improving onboarding speed and client satisfaction.
- Reduced inbound support tickets through root-cause fixes and improved code quality.
- Refactored legacy services to Go microservices and cloud infrastructure (AWS).
- Introduced unit, integration, and E2E tests, strengthening reliability of deployments.

Golang Developer

Freelance

Mar 2023 – Nov 2023

Remote

- Developed multiple MVPs to explore Micro-SaaS opportunities using Go and TypeScript.
- Expanded personal portfolio (github.com/JedWalton).
- Gained proficiency with Linux workflows (tmux, vi, i3wm, JetBrains IDEs).

Full Stack Engineer

Bidlogix Limited

Sep 2022 – Mar 2023

Brighton, UK

- Built features in both front-end (TypeScript) and back-end (Java).
- Worked within AWS stack: DynamoDB, CloudFormation, S3, API Gateway, CloudWatch.
- Contributed in Agile ceremonies (standups, sprints, retrospectives).

SKILLS

- **Languages:** Go, Java, SQL, Python, C
- **Frameworks:** Gin, Spring
- **Databases/Tools:** MySQL, PostgreSQL, Kafka, Redis, Docker
- **Platforms:** Linux, AWS, GCP
- **Soft Skills:** Pragmatic problem solving, mentoring, deep work

EDUCATION

University of Sussex

BSc (Hons) Computer Science & AI, 2:1

2018 – 2021

Brighton, UK

JetBrains Academy

Java Developer, Backend Developer

2021 – 2022

Online

PROJECTS

- **LucidFX:** Built browser-based pipeline to trigger cloud-deployed video super-resolution models. Published results on YouTube.
- **Web3 Exploration:** Built a 6-GPU Ethereum mining rig and experimented with smart contract development (Hardhat, Solidity, Ethers.js, Infura).
- **Ray Traced Reverberation Chamber:** Dissertation project (1st, 72/100). Designed artificial reverberation chamber using ray tracing with GUI and emulated microphones.

REFERENCES

Available on request