

# 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 the design and implementation of new direct and reverse integrations for the iGaming aggregation platform, ensuring seamless communication across multiple teams.
- Deprecated legacy integrations in favor of Go microservices and AWS infrastructure, improving scalability and reducing operational overhead.
- Proactively resolved underlying issues, significantly reducing inbound support tickets through better code quality and root-cause mitigation.
- Introduced comprehensive unit, integration, and end-to-end testing, increasing system reliability and maintainability.
- Applied modern Agile workflows (Kanban, JIRA, Confluence, Bitbucket) and daily standups to articulate complex technical concepts and foster cross-team collaboration.

### Golang Developer (Freelance)

Remote

Remote

March 2023 - November 2023

- **Key Technologies:** Go, Linux, TypeScript
- Built multiple MVPs to explore Micro-SaaS opportunities and rapidly validate product-market fit.
- Expanded personal portfolio (github.com/JedWalton), showcasing expertise in Go, infrastructure, and tooling.
- Gained deep proficiency in tmux, Linux, i3wm, IdeaVim, Dvorak, and DataGrip 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, adhering to best practices in CI/CD and container orchestration.
- Participated in Agile ceremonies (daily standups, sprints, retrospectives) to enhance team productivity and transparency.
- Developed familiarity with AWS infrastructure (DynamoDB, CloudFormation, S3, API Gateway, CloudWatch) and QA processes to ensure high-quality releases.

### Web3 Developer

Freelance

Remote

May 2021 - Sept 2021

- Built and managed a 6-GPU Ethereum mining cluster, solidifying proficiency in Linux and infrastructure management.
- Collaborated on blockchain projects gaining exposure to Hardhat, Ethers.js, Solidity, MetaMask, and Infura.

### 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, Spring
- **Tools:** Git, MySQL, PostgreSQL, Kafka, Redis, Containers (Docker, Podman), JetBrains, nvim, vi, tmux
- **Platforms:** Linux, Mac, Windows, Github, Bitbucket, Jenkins, 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
- 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
- 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*

Oxford, United Kingdom  
*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 skkeleton 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.