# Jed Walton

github.com/jedwalton

#### Experience

#### Software Engineer

1x2Network

- 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

### Freelance

**Building Projects** 

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

#### Full Stack Engineer

Bidlogix Limited

- 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,

#### **Customer Facing Employment**

(18 Months Total)

- The Bullingdon Venue: 1 Month
- **M&S**: 8 Months
- The Vaults & Garden Cafe: 1 Month

Brighton, United Kingdom January 2024 - Present

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.

March 2023 - November 2023

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

> Brighton, United Kingdom September 2022 - March 2023

CloudWatch.

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

Oxford, United Kingdom 2015 - 2017

• Waitrose: 7 Months

• Walton Street Cycles: 1 Month

### SKILLS SUMMARY

• Languages: Go, Java, SQL, C, Python

• Libraries & Frameworks: Gin, Gorm, 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**

### JetBrains Academy

Java Developer, Java Backend Developer

Relevant topics include:

- Object-oriented programming
- $\circ$  Generic programming

- Functional programming
- $\circ$  Spring Framework

#### University Of Sussex

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

Brighton, United Kingdom October 2018 - June 2021

Sept 2021 - August 2022

Online

- o Mathematical Concepts
- o Programming Concepts
- o Data Structures & Algorithms
- o Compilers and Computer Architecture
- o Software Engineering
- o Further Programming
- o Program Analysis
- Introduction to Programming

- o Introduction to Computer Systems
- o Fundamentals of Machine Learning
- o Knowledge and Reasoning
- o Neural Networks
- Natural Language Engineering
- $\circ\,$  Acquired Intelligence & Adaptive Behaviour
- o Computer Vision
- The Ghost in the Machine?

- o Databases
- o Human-Computer Interaction

### University Of Sussex

Computing Sciences Foundation Year

#### Courses:

- o Mathematics for Computing
- Foundation Programming
- o Program Design

### Cheney 6th Form

A-Levels

Courses: Computing, Physics, Music

- Web 3D Applications
- Ray Traced Reverberation Chamber (Dissertation)

Brighton, United Kingdom October 2017 - June 2018

- o Database and Application Development
- o Communication and Learning Skills
- o Computing Project

Oxford, United Kingdom Sept 2015 - June 2017

## PROJECTS

- Current Project Activity: Up-to-date project activity available at github.com/JedWalton
- LucidFX: Created a walking sketeleton 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

- 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

• Available on request.