

Louis Braidwood

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[Portfolio](#) | [itch.io](#) | [Github](#)

About Me

I started programming when I was 11, making video games in Java at first, and then branching out into more languages, and working on larger, more varied projects. I've always known I wanted to be in software or game development, and once I graduated, I immediately landed a job at Voror Health Technologies as a Software Engineer. In my free time I like gaming, I used to compete at an amateur level in a game series called Counter-Strike.

Skills

Java	C++	C#	JS	Node.JS	SQL
Visual Studio		VSCode	IntelliJ	Eclipse	Pycharm
Team Player	Confidence		Problem-Solving	Time Management	
Patience	Kindness	Not afraid to ask for help	Fast Learner		

Education

BSc. (+ Honours) Computer Science @ Heriot-Watt University: 2019 - 2023

Classes on this course included (but are not limited to):

Software Development, Software Design, Logic and Proof, Professional Development, Database Management Systems, Hardware-Software Interfacing, Web Programming, Artificial Intelligence and AI Agents, Data Communications and Networking, Discrete Mathematics, Data Mining and Machine Learning, Advanced Human Computer Interaction and Rigorous Methods for Software Engineering.

Experience

Software Developer @ Voror Health Technologies: May 2023 - Present

- As a software developer at Voror I contribute to the [Discovery Data Service](#) and the systems powering it. Discovery stores over 30 million records on over 15 million patients who have been London residents in the past 30 years.
- Currently I am working on the transform system. Many NHS services send their data to us in different formats. The transformer is responsible for converting this data into something that can be put into the universal database.
- This position has given me the unique opportunity to advance my understanding of database systems, as well as giving me the unique opportunity to learn about medicine and how the NHS operates.

Independent Software Development Projects: 2013 - Present

- Some of my favourite projects that I've worked on can be found on my [Portfolio](#). If you want to give a game a shot I'd recommend [Geometry Clicker](#)! A simple, addictive clicker game that I developed in around 10 hours as a personal challenge. You'll need Java downloaded but the game is packaged in an easy to run executable file.
- I was part of the team behind Draw Dojo, a social media platform similar to twitter, but rather than typing your posts you draw them! The project is unfortunately no longer available online, but I've kept the company website up [here](#) that you can feel free to have a look at.
- The Draw Dojo project had a fully implemented canvas with different colours, brushes and tools, as well as a live-updating feed on which a user could leave likes and comments. The feed would be continually populated for the user as new posts came through. Another feature was the mash-up feature. This allowed users to take another user's drawing and add to it and then post it themselves, tagging the original poster. Other features included: collaborative canvases, customizable profile pages and a robust log-in page.

Miscellaneous Roles

- In my 1st year at university (17 years old) I worked at Magikats, a Maths and English Tuition Centre, as a Tutor. I would be teaching 6 kids at a time ranging from the ages of 4 to 18 and from the lowest level at primary school to some students studying at college.
- In my 2nd and 3rd years I worked at Farmfoods and then Lidl as a retail assistant.
- In my 4th year I worked as a chef at [Le Petit Cafe](#), a French Cafe/Restaurant where I learned extremely valuable skills like time management and communication. This is by far the best non-software engineer job I've ever had, everyone who works there is incredible, the owners are so kind and if you're ever in Edinburgh you should give them a try!

Reference - Mathias Briard: Owner of Le Petit Cafe - lepetitcafe.edinburgh@gmail.com