Michael Walsh

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WORK EXPERIENCE

Redgate Software   **Sep. 2018 – Present**
Software Engineer - SQL Prompt   Cambridge, UK

- SQL Prompt is a T-SQL productivity plugin for various IDEs, allowing advanced intellisense, code analysis, formatting, code refactoring and a plethora of other capabilities.
- I work with a variety of technologies daily, including: C#, .NET, WPF/WinForms, SQL, Azure and Typescript.
- As an engineer on a small team of ~9 people, I have:
  - Helped port a large portion of a legacy C# .NET Framework codebase to modern .NET Standard.
  - Automated our bug triaging process, via the use of a slack-bot which crawls Jira for new support tickets and asks team members to assess them, before moving them to the backlog if required.
  - Developed a T-SQL grammar tree viewer tool which allows for easy diagnosis of grammar problems.
- As a team, we experiment a lot with how we approach work. I've been exposed to pair programming, mob programming, both Scrum and Kanban methodologies and enforcing a zero-bug policy.
- My duties include leading significant pieces of work, facilitating meetings, giving company-wide presentations, partaking in customer research calls/visits, publishing blog posts, attending conferences and testing my own code, as Redgate does not employ dedicated testers.

MBDA   **Jun 2017 – Sep 2017**
Software Engineer - Internship   Bristol, UK

- A multi-national world leading aerospace and defense engineering company.
- I worked on a project called FLAADS Land, using C++, in a tight-knit group of other software engineers, which helped build my teamworking skills.
- I had contact with other departments and visited other sites, giving me an insight into the part software played in the overall project and the importance of communication between teams.
- Over the course of the internship, I was exposed to software engineering at an industrial level and experienced a sizeable chunk of the development lifecycle of a real-world project.

EDUCATION

University of York   **Graduated 2018**
Computer Science BEng – First Class with Honors

- Final year project – Developing visualizations of Monte Carlo Tree Search, which I presented as an exhibition at the York Festival of Ideas in 2018.
- Achieved the York award during my First Year.
- Committee member for the Game Development society.
- Won several hackathons during my degree, some of which led to paid freelance work.

SKILLS

- **Programming Languages** - C#, Java, C++, Python, PHP, Typescript, Javascript, Visual Basic
- **Technologies** - Git, .NET, WPF, WinForms, Unity Engine, OpenGL, NUnit, JUnit, Android, Azure, AWS, Windows, Linux, Teamcity, Jenkins

INTERESTS

- Game development - A huge passion of mine. I have many projects, most of which are open-source and can be found on my Github/website. I have published games to several app stores, developed mods for existing games, and contributed to popular open-source game engines such as LibGDX.
- 3D modelling/rendering, teaching others to program, gym/boxing.