

# Luther Williamson

Software Engineer

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As a highly skilled, reliable engineer 3 years' experience in a high-pressure med tech development team, I'm eager to leverage my excellent communication, time management, and problem solving skills to exciting projects in the games industry. With my Oxford Physics degree, a life-long passion for gaming, and a strong foundation in developing, testing and debugging high performing software, I'm highly motivated to branch into game development technologies.

## Skills

- SQL
- Java
- C++
- Data Encryption
- Android/iOS app development
- Mathematics
- Data Structures and Algorithms
- Software Integration
- Architecture design
- Project Management
- Disaster Recovery
- Troubleshooting
- Full stack development
- UE5

## Work History

### Software Engineer

The Phoenix Partnership (TPP)

Horsforth, Leeds

March 2021 - present

- Created user interfaces for medical record software, used by over 250,000 clinicians across countries such as the UK, China and Malaysia.
- Worked with a large codebase that has been continuously developed for over 25 years and supports over 25 care settings to improve existing features and develop new functionality.
- Used OpenSSL to generate and sign certificates for use in production and non-production environments.
- Wrote well-designed, testable code in the company's house style at a rate of about 50 changes per 4-week release cycle. All changes were well-documented with unit tests.
- Triaged, fixed and patched critical defects in the system, such as data breaches and clinically unsafe features.
- Implemented agile development practices across multiple projects, ensuring timely delivery of high-quality solutions. E.g. turned a long-standing reporting extract capability that runs across 20 reporting servers and produces over 100 tables of clinical information into real-time message feeds within 3 months as a team of 5.
- Wrote software to specifications to meet precise requirements and integrate with external systems. E.g. developed against the Malaysia national extract requirements to

produce JSON messages with over 100 fields by extracting patient information from multiple database tables.

- Designed and wrote databases tables, indexes and complex stored procedures.
- Wrote and reviewed software documentation for both internal and external use.
- Profiled and optimised performance for both desktop and mobile applications.
- Executed software build and release processes to over 20 different servers.
- Worked with analysts and designers to scope the technical feasibility and time requirements for new developments.
- Led and documented multiple lessons learned meetings.
- Rolled out new functionality and fixes using switches in the code.
- Allocated the project work each release to every software development team and was responsible for keeping track of team progress.

## **Education**

### **Master of Physics**

Sept 2016 - Aug 2020

University of Oxford – 2:1

- Specialism in quantum computing/cryptography and condensed matter physics.
- Events organiser for Oxford University Physics Society
- Treasurer for Oxford University E-sports Society
- Team leader of the university League of Legends team and founder of the university Rocket League team

## **Projects**

### **“Grass Tiles”**

Jan 2024 - present

Multiplayer strategy boardgame where up to 9 players take turns placing different shaped tiles to compete for the largest contiguous area.

- Unreal Engine 5
- C++

## **Additional details**

- Full UK driving licence
- Grade 8 piano
- Organised horror game nights and video game tournaments
- Currently learning Mandarin, aiming to take the TOCFL Band A exam in March 2024