Daniel Richardson

Curriculum Vitae
CTO ‖ Full-Stack Software Engineer ‖ Product Developer

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Employment Experience

- **Addie**
  Chief Technology Officer

  London, UK
  Jun 2022 – Present

  Addie is a game-changing, AI-powered, hyper-personalised productivity and lifestyle management platform, designed by leading clinical specialists and specifically created for the 350M people across the world who suffer with ADHD. My chief responsibility at Addie is to lead all technology initiatives of the company and manage the entire technology platform including strategic planning, development, and implementation. My role also incorporates technology risk management and mitigation, ensuring technology standards are maintained, and core platform development during the start-up phase.

- **Education AI**
  Director of Products – Head of Technology

  London, UK
  Oct 2020 – Nov 2022

  An EduTech company delivering an education management platform to schools. Developed their core products using technologies such as Python, Django, React and Node.js. The platform is hosted on Azure and uses a wide variety of services, including SQL/No-SQL databases, Kubernetes and machine learning models. I was responsible for a team of 5 engineers, reporting directly to the CEO. As well as developing, I was also involved in shaping the product direction, interacting with clients, hiring new employees and mentoring our junior/senior engineers.

- **Glasgow University - Institute of Infection, Immunity, and Inflammation**
  VR Research and Software Developer

  Glasgow, UK
  Sep 2019 - Jul 2020

  Developed a tracking software that used Lucas-Kanade mathematics and optical flow algorithms to accurately track small molecules from raw live-cell imaging data this data was later correlated and published Journal of Anatomy. At the University of Glasgow VR Centre (EDIFY) I spent my time developing and optimizing new VR solutions to train master students and doctorates on varied subjects they would otherwise have little real-world experience.

- **Indian Institute of Science Education and Research (IISER)**
  Senior Research Development Technician

  Pune, India
  Sep 2018 - Sep 2019

  Carried out scientific research in the laboratory of neural circuits and behavior under the supervision of Dr. Abraham Nixon. Developed and standardised a novel testing apparatus containing several automated features and allowed researchers to collect more data on how the mice made olfactory decisions. Creating a Point and object tracker using C++ and OpenCV to track fine nasal movement/emotions and cage behavior in mice and copulation behaviour in flies.

- **Repair and Development**
  Area Manager – Senior Technician

  Glasgow, UK
  Jun 2013 - Aug 2018

  I managed staff and high-end customers daily at the six locations; timetabling, hiring new employees, stock & training on a broader level. As acting senior technician any devices ranked as moderate to severe difficulty were assigned to me to repair and deliver back to clients.

Education

Computer Engine and Games Technology BSc (Hons)   *2012 - 2016*

Teaching English as a Foreign Language (TEFL) (Master)   *2018 – 2019*

Programming Skills

Languages/Frameworks: Python, Javascript, React, Django, Flask, C++, C, Java, Swift

Technologies: SQL, MongoDB, Git, AWS, Azure, GCP, Docker, Firebase, Phaser, OpenGL, UE4, Android, IOS, PWA

Relevant Courses

Theory: Software Engineering Design, Computer Vision, Robotics, Databases, Discrete Maths, Logic, Statistics, Artificial Intelligence, Computational Techniques, Natural Language Processing, Deep Learning

Awards, Honours and Positions

UWS Court Medal: Most Distinguished Student

Digital Futures 2016: Honorable mention, best project award & keynote speech spot
Game Jam Winner: UWS 2015