Barnaby Keene

Creative Software Engineer

As a passionate and enthusiastic lover of all things electronic, mechanical and hackable; I have always shown deep interest in the way things work. I'm a software engineer primarily focusing on cloud technology, developer tools and data science.

My primary skill is programming and software engineering. During my university placement programme in 2016/2017 I worked at a data analysis startup company as a software engineer and cloud administrator solving big data analysis problems at scale in challenging, highly-secure, government environments. I also have experience in project management and leadership while using tools such as Git, GitHub and Atlassian suite to organise agile workflows in small teams.

Experience

2016–2017 **Software Engineer**, *Spotlight Data*, Nottingham.
Deployed software to Kubernetes and managed the cluster. Built a distributed big-data processing platform based on Kubernetes.

Technical Skills

Advanced/Intermediate

- Golang
- C/C++
- Docker & Kubernetes
- Python
- Creating CLI/Dev-Tools
- Git

Learning/Hobby

- Frontend (HTML, React.js)
- SQL, MongoDB & Elasticsearch
- Compilers & Build Tools
- Assembly & Reverse Engineering
- Adobe Creative Suite
- 3D Modelling (Maya)

Personal Skills

- Adept in problem solving and technical diagnostics. I have built computers in the past and performed computer repairs for friends and family both hardware and software related.
- Self-taught computer programmer with 9 years of experience; I very frequently use this skill to write online teaching articles to help introduce young people around the world to fundamental skills in programming.
- Taken a leadership position in multiple academic team projects including a project to design and implement a digital version of the Stroke Drivers' Screening Assessment from requirements gathering to programming.
- Develop a small online game mod and run the community with several other staff members around the world. This gave me the opportunity to work with people from other cultures and learn more about teamwork.
- Create motion graphic animations for video and graphic designs and wordmarks for logos. I know my way around Adobe video editing, photo editing and vector art software.

Education

2014–2018   **Computer Science BSc. Hons.**, *NTU*, Nottingham, *2.1 (Predicted)*.
Software Engineering, CPU Hardware Architecture, Networking, Artificial Intelligence

2012–2014   **BTEC Level 3 Games Development**, *Confetti Institute of Creative Technologies*, Nottingham, *DMM*.
3D Modelling, Texturing, UV Mapping, Rendering Engines

Hobbies and Interests

- I write a lot of libraries and developer tools and share them on GitHub. I also help maintain and manage other open source projects.
- Online community management, reverse engineering and programming modifications are hobbies that peaked my interest in programming and I still dabble in these activities.
- Filming and editing video is my main get-away from software and tech, I've filmed music videos for local artists and short travel films in the past.
- Design is another creative outlet, I have created tour posters, logos, website mockups and more as side projects for friends and family.
- I play guitar as a hobby and I also have a grade 5 Music Theory qualification.

References

Caroline Langensiepen, *Senior Lecturer of Computer Science*.
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