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## Employment History

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### Full-Stack Developer – STR Group Limited (January 2022 – September 2023)

*As the only software developer in the company my role was to plan, develop and optimise various internal systems for a recruitment company with a turnover of £50 million. My role largely revolved around designing software to handle the processing of complex financial data for feeding real-time financial and KPI reports. In order of frequency, the tech stack included: Go, Git, PostgreSQL, PHP, Laravel, Nginx, Docker, HTML, CSS, Vue, Linux (CentOS/Ubuntu), TeamCity, JavaScript and Jenkins.*

#### Achievements

- Developed a new high-performance REST API in Go, speeding up the workflow of all ~150 staff that use the company's internal systems. Recommended and actioned the re-write and of core business logic, including applying database optimisations, after which pages on our internal system that used to load in ~2 minutes loaded in under 1 second.
- Created custom integrations with accounting software InTime and sales software Bullhorn, using SOAP and JSON formats, which allowed the business to meet its legal obligations around correct accounting practices and personal data minimisation.
- Proactively introduced coding best practices into the company, such as transactions, event and error logging, caching, unit testing, automated build and test pipelines and use of test databases, stopping many issues from reaching production and upping the value of the company's intellectual property.
- Set up our entire tech stack, from the Nginx server to the API, to run on Docker infrastructure, which we then used to easily upgrade and migrate our websites as we saw fit.
- Documented the entire tech stack, including creating about 20 pages worth of documentation and hours of video guides within Atlassian Confluence.
- Created a custom thread-safe database caching layer for our API to efficiently handle hundreds of thousands of data points.
- Provided technical support to staff at all levels within the company; heavy emphasis on solving accounting-related issues.

### Software Developer – i-Wonder Aggregator Services (February 2021 – December 2021)

*Worked in a team to develop custom integrations for insurance companies that would allow them to sell their products online through websites such as GoCompare and Compare the Market. At the same time I helped build our company's own insurance comparison websites on both the frontend and backend. We practised continuous development, daily standups and kanban. In order of frequency, the tech stack included: C#, .NET, Angular, Git, TypeScript, Azure, HTML, CSS, Microsoft SQL Server, Entity Framework and MongoDB.*

#### Achievements

- Created a database manipulation tool in my spare time that generated SQL scripts for editing customer data, saving us hundreds of hours per year.
- Often in direct contact with customers and other software houses to provide support throughout the development process, for which I was praised for my professionalism.
- Created high-quality code at a fast pace; occasionally asked to take on extra work to lessen the load on those more senior than me.

## Further Programming Experience

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I've been programming as a hobby since I was young and have had fun trying lots of different technologies.

**Creating a multiplayer roleplay gamemode for the in-development gaming platform "s&box"** (2022 - 2023). I was lucky enough to get a pre-access developer key; the game is coded primarily in C# but also uses Razor and CSS for the UI.

**Creating a dating app with an API written in Go** (2023). Using MongoDB for the database. Developing it with one of my friends who works on the front-end.

**Created a bot for the game Talisman Online** (2022). The bot, which is coded in Go, reads memory addresses using the Windows API, reads screen data using various libraries and performs on-screen actions. I previously did the same project a couple of years prior, except I wrote that in C++. This was just a personal project for fun and wasn't publicly released or really used.

**Contributed to the GNU Compiler Collection** (2020). Contributed three separate bug fixes for years-old issues in the GCC C++ compiler front-end, dealing with complex topics such as dependent template-ids, private inheritance and using statements in a codebase spanning millions of lines of code.

**Developer for GarrysMod game server** (2019 - 2020). Developed and maintained server addons in the Lua programming language; fixed bugs, gave technical support to members of the community and worked alongside other server staff.

**Created legal app "Learn Law"** (2016). The app, which taught people about English law, remained on the Play Store for a year and received 2,923 downloads whilst retaining an average 4.43 out of 5 stars app rating. Built in Java and PHP.

**Created small-scale video game "The Ever Shar", in Unity (C#)** (2016 - 2017). The coolest features were the ability to slice meshes in half with the player's sword and to re-program droids to complete tasks using a self-made graphical programming system.

**Created the beginning of a Guitar Hero-like game using OpenGL, C++ and the Windows API** (2011 - 2012). The game would show a scrolling texture on the screen with music-synced notes as music played.

## Qualifications and Education

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**London School of Economics and Political Science** (2020): Law (LLB) (2:1)

**Island Innovation VI Form** (2017): AS Levels (AAA)

**Platform One College of Music** (2016): BTEC Level 3 Extended Diploma in Music (D\*D\*D\*), Grade 8 Rockschoool Guitar (Distinction), Grade 8 Rockschoool Drums (Merit)

**Medina College** (2013 - 2014): GCSEs (6 A\*s, 4 As, 1 C)