

## Technical Skills

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**Languages:** Rust, TypeScript/JavaScript, GO, C, C++, C#, Java

**Scripting Languages:** Python, Fish, Bash, Shell, Nix, Lua,

**Technologies:** Linux, Docker, Podman, Kubernetes, SQL, CQL, Nix(OS)

**Tools:** Helix, Vim, Git, Github Actions, Ansible, Tofu/Terraform

**Methodologies:** Agile, Scrum, Kanban, Waterfall

**Frameworks:** SolidJS, Astro, Svelte, Tauri, Unity, Godot

**Libraries:** Antilatency, Discord.js, Monogame

**Methodologies:** Agile, Scrum, Kanban, Waterfall, Pomodoro

**Markup:** L<sup>A</sup>T<sub>E</sub>X, Markdown, HTML, CSS, SCSS, Org-Mode

## Experience

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**Webmaster of HullCSS:** March 2023 - present

- Responsible for the Development and Maintenance of the HullCSS website and Discord bot
- Onboarded the Society Executives to be able to update information and maintain the website
- Worked with the treasurer to acquire new hardware for the society
- Set up linux and docker on the new hardware and have begun slowly migrating projects over
- Assisted other societies and student groups in setting up chatrooms and websites

**Computer Science Intern at Hull Uni** September 2024 - June 2025

- Responsible for development spanning platforms (Robotics, Embedded, Desktop and VR)
- Hands-on experience with various VR and Motion Capture Technologies
- Worked on high-throughput low-latency pub-sub data synchronisation services
- Developed my knowledge of networking, low-level and embedded programming
- Responsible for providing deliverables to be used in future projects as well as demonstrations

## Education

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**University of Hull:** September 2022 - present

*Computer Science BSc (Hons) with industrial placement*

- Improved my understanding of OOP and design patterns in languages such as C++ and C#
- Developed and Maintained the website for the Hull Computer Science Society.
- Lead my groups effort in designing and building prototypes in my first-year group project.
- Learned how to use cloud providers such as Azure and Digital Ocean.
- Learned how to set up CI/CD pipelines to automatically build, test and deploy applications.
- Designed, Developed and Deployed multiple minimal viable products during second-year.

**Haberdashers Hatcham:** September 2020 - June 2022

*A-Levels: Computer Science, Maths, Physics, Further Maths*

# Projects

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## **DSWT** June 2024 - present

<https://github.com/ash-entwisle/dswt>

- Wrote a specification and basic implementation for a custom webtoken format
- Implemented unit tests and automated testing with github actions
- Packaged and published the rust library to crates.io

## **SMPle** May 2024 - present

<https://github.com/AmmoniumStudios/smple>

- Built a custom plugin for a minecraft server written in Java
- Built the backend service in rust
- Helped set up CI/CD pipelines for both the plugin and the API

## **Homelab** February 2023 - present

<https://ashentwisle.com/posts/homelab>

- Set up a homelab to host various services
- The homelab itself runs OpenSuse Tumbleweed
- So far, I have set up Jellyfin, OpenBot, NFS, a Minecraft Server and a few other services
- Set up a CD service to automatically updates all my services at 4am

## **OpenBot** August 2023 - present

<https://github.com/ash-entwisle/openbot>

- Developed a simple, light-weight discord bot using TypeScript
- Set up ci to automatically run unit tests, build the app and push to a cloud-based container registry

## **Netter!** June 2023 - present

<https://github.com/netterapp>

- A large personal project me and a small team of friends have been slowly working on over the past few years
- I assisted the research and testing of new technologies to use in production as well as benchmarking the performance of various different technologies
- I'm also responsible for the development of proof of concepts as well as writing guidelines and documentation of internal processes
- I've assisted in the setup of multiple internal services such as CICD, Git and internal documentation tools

## **PierceMC** October 2022 - 2023

<https://github.com/PierceSMP>

- Assisted in the configuration and maintenance of multiple gameservers
- Helped in the development of custom internal tools
- Assisted in the migration across hosting providers