www.github.com/ash-entwisle
www.linkedin.com/in/ash-entwisle

Ash Entwisle

Hull, UK

on request ☎
ash@entwisle.dev ✉

Technical Skills

Languages: Rust, TypeScript/JavaScript, C#, C/C++, Elixir, COBOL
Scripting Languages: Python, Fish, Bash, Nix, Lua, CQL/SQL
Technologies: Linux, Docker, Podman, Kubernetes, Nix(OS), Antilatency
Tools: Helix, Vim, Git, Github Actions, Ansible, Tofu/Terraform
Methodologies: Agile, Scrum, Kanban, Waterfall, Pomodoro
Markup: LaTeX, Markdown, HTML, CSS, SCSS, Org-Mode

Experience

Computer Science Intern at Hull Uni September 2024 - June 2025
- Responsible for development spanning multiple platforms (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

Webmaster of HullCSS: March 2023 - present
- Responsible for the Development and Maintinance 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 aquire 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

Education

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 applicaitons.
- 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

NewT-Lang June 2023 - present

https://github.com/newtlang

- I'm developing a markup language that is as simple as markdown, yet as flexible as LaTeX
- I'm implementing a custom Recursive-Descent parset to convert source markup to HTML
- I'm designing an extension API for users to implement their own macros and environments
- I'm investingating possible implementaiton in Web-Assembly for performance benefits
- The final product will be packaged and pushed to various package registries

LazyLink January 2024 - present

https://demo.lazylink.dev

- Developed a simple, light-weight Linktree alternative and URL shortener with Astro
- Set up CD to automatically deploy it to cloudflare pages

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