



Engineer with 10+ years experience across multiple segments of the tech industry specialising in the Design, Automation, Optimisation, and Gamification of Hyper-Converged Platforms and Distributed Systems.

Using tools like Unity, Linux, Ableton, Docker, and Kubernetes, I create novel end-to-end solutions to tackle complex technical challenges at any scale and budget. I'm passionate about solving old problems in new ways, and leaving things better than I found them.

Let's build something fun, together!

History

Sr. Architect - FedEx Express
Nov 2020 - Current

Platform Engineer - STRIMR
Nov 2019 - Nov 2020

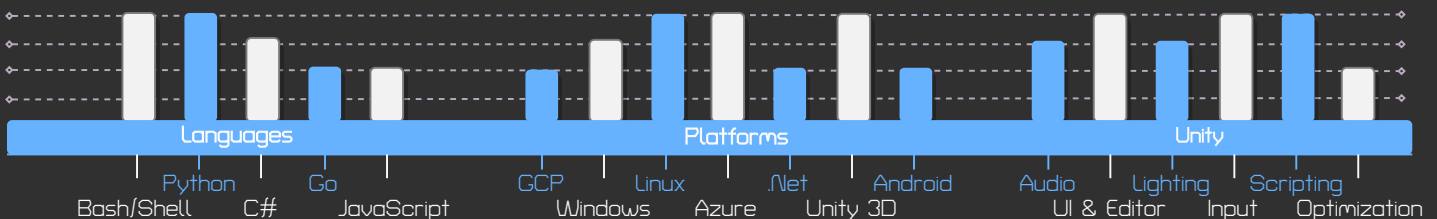
Systems Engineer - Pizza Hut
Sept 2011 - Nov 2019

Full-Stack - JC+ Congress
August 2019 - March 2020

Guild Master - Proudmoore
February 2017 - June 2019

Tools and Skillsets

I'm persistent, curious, and always ready to hack together proof of concepts, or become a SME on short notice - If the tool or language you need isn't on my list, I'm happy to explain why, or quickly bring myself up to speed with your specific tooling.



Previous Projects

Unity Systems

- Input Framework for Unity's legacy input system allowing fully configurable run-time keybinding for KBM and X-input compatible controllers.
- Spline-driven 3rd person camera rig with line-of-sight preservation tools and collision correction.
- Physics based character controllers, state-machines and animation logic.
- Deeply customisable MMO/Moba combat system framework with animation tools and randomisation options
- More IMGUI editors than I can count.
- Virtual Office space and Zoom Meeting Background Generator.
- Real-time dynamic reverb and audio occlusion system

Backend Automations

- Containerised Developer Environments
- Bare-Metal server provisioning and hardware management
- Cloud infrastructure and tooling to manage fleets of Virtual Reality Headsets
- Declarative server provisioning systems with Ansible
- Declarative, Multi-Stage Docker build system with vulnerability scanning
- Terraform recursive Identity provisioning and dynamic HCL asset generation.
- Python libraries for data serialisation, and state monitoring, selenium actions, docker as well as debugging tools

Software:

- Cloud infrastructure and tooling to manage fleets of Virtual Reality Headsets
- Linux system and network troubleshooting framework, UI, and modules (Virtual Agent).
- One-touch hardware diagnostics, repair, data rescue, and reprovisioning app
- Android App for connecting to and managing internal hotspots and servers
- World of Warcraft Add-ons
- Skyrim ENB mods and DOF and Eye adaptation fixes for Radeon cards in crossfire
- Discord moderation, management, and analytics bot serving thousands of users

Fun Things

Outside of work, I'm still a huge nerd, I'm really excited about using technology like machine vision, machine learning, and the cloud to create interactive experiences that redefine how we interact and empathise with others in digital spaces. I'm also very passionate about how we do that in an ethical, carbon-neutral, accessible, and inclusive way.

I'm currently having a lot of fun learning to cook vegan foods, watching silly anime, learning Dutch, and studying Amsterdam's hidden playgrounds as an examination of discoverability, logistics, and agency. A full work history and references are available upon request.