

Daniel Wood

SOFTWARE ENGINEER

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Summary

Energetic Software Engineer with 5 years of experience developing efficient and maintainable code for high-throughput businesses. Known for excellent analytical skills and back-end/infrastructure and high performance computing expertise. Competent, self-driven and voracious learner.

Skills

Languages: **Advanced:** C#, **Intermediate:** Java, C/C++, Scala, Delphi, Objective C

Technologies: .NET Core, AWS, Docker, Event Store, Kafka, Octopus Deploy, TeamCity, GIT, Cake, SQL Server, MySQL

Passionate about: TDD, BDD,DDD, CI/CD, SOLID principles, Agile, Scalability, High Performance and Distributed Computing

Work Experience

Checkout.com

London, United Kingdom

SOFTWARE ENGINEER

Sept. 2017 - Nov. 2018

- Responsible for inception, design, implementation, continuous deployment and maintenance of all Alternative Payment systems.
- Responsible for mentoring junior members of the team, which involved passing on experience and providing technical assistance and advice.
- Implemented numerous internal web API micro-services to integrate 3rd party Alternative Payment methods into the Checkout.com ecosystem, including SEPA Direct Debit, Apple Pay, Google Pay, iDEAL and payments on the ACH network.
- Technologies: C#, .NET Core, AWS, Docker, Event Store, SQL Server, MySQL, Web APIs, GIT, TeamCity, Octopus

GSN Games

London, United Kingdom

SOFTWARE ENGINEER

June 2017 - Sept. 2017

- Responsible for the rapid development of slot-based games so as to produce a well engineered game on a monthly basis.
- Re-factored large portions of the code-base to be generic and modular for all applications, so as to reduce development time for new games.
- Technologies: C#, Unity, Jenkins, GIT

Judo Payments

London, United Kingdom

SOFTWARE ENGINEER

Oct. 2016 - April 2017

- Responsible for all feature development, maintenance and optimisation of the core payment gateway.
- Responsible for the transition of the core payment gateway to a micro-service architecture in order to support efficient scaling in response to an ever-increasing number of transactions.
- Designed and implemented a real-time data pipeline using Apache Kafka, in order to facilitate scaling and permit the transitioning of systems to the CQRS pattern.
- Technologies: C#, Scala, Kafka, Docker, SQL Server, Web APIs, GIT, Cake, TeamCity, Octopus

Old Mutual SA

Cape Town, South Africa

SOFTWARE ENGINEER

April 2014 - April 2016

- Responsible for supporting and enhancing the high performance computing optimisation and the financial functions of Old Mutual, as well as the distributed computing grid used to process asset pricing.
- Implemented product reporting and hedging models to run on a distributed high performance computing grid with graphics processing units.
- Implemented a funding optimisation and tracking tool to track loans and provisions within the Old Mutual group, as well as optimise the matching of funding opportunities with funding requirements.
- Implemented a large-scale treasury system for accessible capital and cash-flow forecasting of the Old Mutual group.
- Implemented a system to perform calibrations on specific market parameters for use in different pricing models.
- Technologies: C#, C/C++, CUDA, WPF, SQL Server, GIT, Cake, TeamCity, Octopus

Woodtech Specialist Machinery

Port Elizabeth, South Africa

SOFTWARE ENGINEER CONTRACTOR

Various Dates

- Responsible for leading a small new software development team on a short term contract to enhance and maintain existing products.
- Responsible for bringing day-to-day development and operations up to industry standard and implement an agile work-flow process and development methodology.
- Implemented improvements to optimisation software used for stock board layouts and off-cut minimisation.
- Implemented completion of an updated software controller for Woodtech vacuum press machinery.
- Technologies: Delphi, Arduino

Education

UCT (University of Cape Town)

Cape Town, South Africa

M.S. IN COMPUTER SCIENCE

2011 - 2013

- Conducted research towards expediting the processing of massive cosmological simulations using Compute Unified Device Architecture (CUDA) and Graphics Processing Units (GPUs).
- Received National Research Foundation scholarship funding.

UCT (University of Cape Town)

Cape Town, South Africa

B.S. IN COMPUTER SCIENCE

2007 - 2010

- Majored in Computer Science and Applied Mathematics.
- Received award for Best Computer Science Honours project in 2010.