

Daniel Midwood

Software Engineer

Strong functional programming developer. My passion is in crafting great server side applications that can handle **massive scale**, designing and architecting **complex systems** and **great APIs**. I'm a **permanent traveler** and I live all over the world.

PROFILE

FULL NAME

Daniel James Midwood

BORN

26 August 1982 - Leeds, United Kingdom

EMAIL

resume@danmidwood.com

FIND ME ON

 ([//twitter.com/djmidwood](https://twitter.com/djmidwood))

 ([//github.com/danmidwood](https://github.com/danmidwood))

 ([//danmidwood.com](https://danmidwood.com))

WORK EXPERIENCE

INDEPENDENT CONTRACTOR

 **Software Engineer** - November 2013 - Current

I have helped clients to achieve their goals through consulting, guidance and my own development work. I've covered a wide range of genres, wrote code in Clojure, Scala, Java and Javascript (Node.js and web), and helped to improve a couple of open (<https://github.com/argotsdk/argot.js>) source (<https://github.com/diffbot/diffbot-clojure-client>) projects

MIND CANDY, LONDON

🚩 **Software Engineer** - *May 2012 - October 2013*

I joined as part of the back end team for Moshi Monsters, Mind Candy's main flagship title, later I moved on to various internal systems including the payments and promotional codes services, and then went on to design and implemented the back end for the Moshling Rescue mobile and Facebook game.

CPP, YORK

🚩 **Software Engineer** - *June 2010 - May 2012*

At CPP I was part of the web team where I was designing and building Grails / Javascript web applications that enabled our customers to manage their products and services.

LIQUID LOGIC, LEEDS

🚩 **Integrations Developer** - *Jan 2010 - June 2010*

At Liquid Logic I was solely responsible for the integration between the company's two application and various 3rd party services. I achieved this by producing a library that could be bundled with our applications and was then able to bootstrap itself and make discoverable the services that were available.

RESULT GROUP, HALIFAX

🚩 **Software Engineer** - *September 2007 - January 2010*

At Result Group I was part of the Innovations Team, where we investigated new technologies and sought to promote the good ones inside the company, improving our software in the process. This was my first professional software development position and a great nurturer for my skills.

EDUCATION

COMPUTER SCIENCE B SC

🏛 **Huddersfield University** - *Graduation June 2005*

A general comp.sci degree covering algorithms, data structures and artificial intelligence. For my dissertation I created a genetic algorithm sandbox to solve the iterated Prisoner's Dilemma problem.

SKILLS

MAIN LANGUAGES

Clojure	70%
Scala	65%
Java	90%

OTHERS LANGUAGES

Javascript	75%
Ruby	45%
Objective-C	60%

DESIGN

RESTful APIs	90%
Libraries	70%
Databases	80%

SOFT SKILLS

Communication	90%
Mentorship	70%

INTERESTS

TRAVEL

I first had my taste of travel in 2007 when I spent some time in India and Nepal. Since I left Mind Candy last year I have been location independent, traveling and working from various places all of the world.

INDIE GAME DEV

Myself and a friend based back in London have been working on an upcoming iOS mobile game, it's currently in pre-release status. Watch this space!

RUNNING

I like to run, it's a great sport and can be done from anywhere. I've completed a few half marathons already and I'm working my way up to a full one.

SOFTWARE DEVELOPMENT

Software development isn't just a job to me, I have great passion, love to make things, and always strive to always elevate myself. Please checkout out my GitHub account ([//github.com/danmidwood](https://github.com/danmidwood)) for some of what I've created

PORTFOLIO

SOME THINGS I'VE MADE

Please see my portfolio website at portfolio.danmidwood.com
([//portfolio.danmidwood.com](http://portfolio.danmidwood.com))

CONTACT

SEND ME A MESSAGE

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Learn to ask of all actions, "Why are they doing that?"
Starting with your own.

Marcus Aurelius, Meditations