

Edward Smale

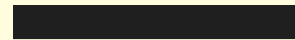
- ❖ Full-Stack Developer
- ❖ Game Designer

Contact:

self@esma.rocks



<https://esma.rocks>



Skills

- ❖ Excellent attendance and punctuality record.
- ❖ Excellent written English and communication.
- ❖ Experience in optimisation through low level graphics APIs.
- ❖ Experience with linux-based systems and server deployment.
- ❖ Capable of working with different programming styles and paradigms.

Tools

- ❖ ★★★★★★ GitHub (7 Years)
- ❖ ★★★★★★ Svelte (5 Years)
- ❖ ★★★★★★ JavaScript/TypeScript (7 Years)
- ❖ ★★★★★☆ Zig (1 Year)
- ❖ ★★★★★☆ C/C++ (6 Years)
- ❖ ★★★★★☆ ClickUp (3 Years)
- ❖ ★★★★★☆ Linux (Arch, Ubuntu, 4 Years)
- ❖ ★★★★★☆ C# (3 Years)
- ❖ ★★★★★☆ JetBrains IDEs (3 Years)
- ❖ ★★★★★☆ PostgreSQL (3 Years)

Experience

- ❖ **Founder, Lead Developer** • Midlight Studios (2022 – present)
 - Developing back-end infrastructure and setting up project management tools for clean organisation of company projects. (Mantis BugTracker)
 - Use of graphics and windows API to develop in-house game engine.
 - Developing complex web-based UI for users with no programming experience.
 - Working closely with artists and creative talent to build worlds, write stories and coordinate assets for use in games.
- ❖ **Developer** • Polus.GG (2021)
 - Hearing, accepting and implementing feedback and requests from users.
 - Communicating with a larger team to coordinate deadlines and critical bug fixes and maintaining shared Git repositories.
- ❖ **Open Source Work**
 - **Skeld.JS** • (2021 – 2023) – A programmable Node.JS client API for Among Us, with a large codebase including CI/CD and automatic test coverage software, as well as talking with users to implement features.
 - **Dishwasher** • (2024 – present) – An XML parser and validator written in pure Zig.
 - **AUPximity** • (2021 – 2022) – A proximity chat mod for Among Us, with a community with over 8000 players.

Qualifications

- ❖ **Active Study for BSc** • University of Sheffield (2023 – present)
 - **Mathematics and Philosophy** (Expected 2026)
- ❖ **A-Levels** • [REDACTED] (2021 – 2023)
 - **Computer Science (A), Mathematics (A), Further Mathematics (A), Philosophy (A)**
- ❖ **GCSE** • [REDACTED], Homeschooled (2016–2021)
 - **Computer Science (9), Mathematics (8), History (8), English (A), Physics (7)**

REDACTED PARTS IN BLACK, EMAIL FOR FULL VERSION.