

# Edward Smale

- ❖ Full-Stack Developer
- ❖ Game Designer

edqx  
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REDACTED

*I've taken an extended break from University after my dad fell ill, and am looking instead to start a career with some rewarding experience in Software Engineering. I'm mathematically and analytically oriented, eager to look for lasting solutions and always willing to learn and improve.*

## Experience

- ❖ **Founder, Lead Developer** · Midlight Studios (2022 – present)
  - Developing back-end infrastructure and setting up project management tools for clean organisation of company projects, such as Mantis BugTracker, ForgeJo and Tailscale.
  - Use of graphics and windows API to develop in-house video game engine.
  - Developing complex web-based UI for users who have 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, responding to issues and user feedback.
  - **Dishwasher** · (2024 – present) – An XML parser and validator written in pure Zig.
  - **AUProximity** · (2021 – 2022) – A proximity chat mod for Among Us, with a community with over 10,000 players.

## Qualifications

- ❖ **Studying for BSc** · University of Sheffield (2023–2024, on indefinite leave)
  - **Mathematics and Philosophy**
- ❖ **A-Level** · Huddersfield New College (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)**

### Competencies

- ❖ 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.

### Skills

- ❖ **JavaScript** (Web, Node.JS) – 7 Years
- ❖ **Web Dev** (HTML5, Svelte, Vue, Laravel) – 5 Years
- ❖ **Design** (Figma, Tailwind) – 3 Years
- ❖ **Backend** (REST, WS) – 6 Years
- ❖ **Servers** (Nginx, Docker) – 4 Years
- ❖ **Low Level** (C, C++, Zig) – 3 Years
- ❖ **Linux** (Arch, Ubuntu) – 4 Years
- ❖ **C#** (.NET, LINQ, Forms) – 2 Years
- ❖ **Databases** (PostgreSQL, Redis) – 3 Years
- ❖ **Cloud** (AWS, GCP) – 4 Years