**Finn Wicks**

**Software Engineer**

Innovative Software Engineer with a Network Engineering Foundation and Startup Experience.

Results-driven developer with a robust background in network engineering and a passion for secure, scalable digital solutions. Proven track record of delivering high-quality software that supports business growth and operational efficiency. Experienced in leading technical innovation, from concept to deployment, including founding and scaling a tech startup. Adept in multiple programming languages and modern development frameworks; thrives in collaborative, fast-paced environments.

**WORK EXPERIENCE**

**Co-Founder & Software Developer | Wicks Technology Ltd**

Ross-On-Wye, Herefordshire | January 2024 – Present

* Co-founded a technology-focused business with an emphasis on interactive media, educational tools, sustainable tech and creative applications.
* Currently prototyping a novel low-pass filter and a hybrid green-tech generator solution.
* Spearheaded the development of the backend of an educational mobile game utilising Javascript/NPM, implementing asynchronous request handling in RESTful APIs and horizontal sharding in MongoDB to ensure scalability for a variable user base.
* Provide ongoing strategic, operational, and technical input while supporting key functions such as contracting and product development.

**Junior Project Engineer | Kirintec Ltd**

Ross-On-Wye, Herefordshire | Oct - Dec 2023

* Assisted in the design and implementation of bespoke software solutions.
* Physical product and stock control support.

**SKILLS**

* Microsoft Office Suite.
* IBM IT Support PC (comprises seven qualifications, bundled together).
* Web Development: HTML/CSS and XML (SOAP UI).
* Programming Languages: Bash Scripting, Python (SCPI integration, Selenium Automation), JavaScript (NPM/REST APIs), C++ Scripting.

**PROJECTS**

**R&D Project: Low Pass Filter**

* In progress: Working on a confidential project involving a next-generation low-pass filtering method. This work involves advanced DSP techniques and performance optimisation, with ongoing evaluation for real-world integration. My contributions focus on algorithm design, research analysis, and prototype testing in a highly constrained environment.

<https://github.com/finnwicks/WT_Demo_LowPass_Filter.git>

**R&D Project: Solar/Wind Hybrid Generator**

* In progress: Supporting the development of a next-generation green-tech generator prototype designed to reduce environmental footprint while maximizing energy yield. My role involves technical R&D, prototyping, and collaborative exploration of materials and mechanisms suited for sustainable deployment. Operating under NDA with a focus on innovation, proof-of-concept validation, and pre-commercial viability.

<https://github.com/finnwicks/WT_Demo_Aerodynamic_Simulator_Prototype.git>

**Ed-Tech: Gamified STEM Subject Learning**

* In progress: Currently developing a game-based mobile app that uses movement and embodied interaction to teach STEM and language skills. The project explores how kinaesthetic learning theory can drive deeper engagement and retention in digital learning environments. My work focuses on mechanic-driven learning design, backend management, educational UX, and prototyping.

<https://github.com/finnwicks/WT_Demo_STEMEngine_Backend.git>

**EDUCATION**

**Roehampton University**

Remote, September 2024 – March 2025

**BSc Digital Technology Solutions (Network Engineering Specialisation)**

* Completed modules include Software Engineering, IT Project Management, and Technology in the Organisational Context.

**John Kyrle High School**

September 2016 – July 2023

* A-Levels: Physics - C, Maths - B, Computer Science - B
* GCSEs: English Language - 9, English Literature - 8, Maths - 6, Combined Science - 8-8, Religious Studies - 8, Spanish - 8, Computer Science - 8, Business - D2, Geography - 7