

# Harry Garrood

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## Employment

### Halarose Ltd

#### Software developer

October 2011 - September 2013

Halarose's main product is a large (800 thousand lines of code) and complex piece of software which is used by local authorities for managing sensitive electoral data. I mainly worked on its development team. This included designing and adding features, fixing bugs, and refactoring. I also took responsibility for the migration to, and continued use of, a new bug tracking system (Redmine). This involved creating an automated self-verifying backup system as well as a plugin which enabled storage of release notes alongside individual issues. The plugin is now open-source and used by a number of other organisations. Additionally, I created a web interface to the company's customer database, and provided some customer-facing technical support.

### Planet Labs, Inc

#### Intern

June 2014 - August 2014

Planet Labs aims to capture satellite imagery of the entire Earth every day. I worked on their Infrastructure team, improving the security of internal web applications. This involved designing and implementing a couple of authentication mechanisms, including a single-sign on service, penetration testing, and system administration. I also ran some sessions teaching Haskell.

## Proficiencies

- Object-oriented programming (Ruby, C#)
- Functional programming (Haskell)
- Version control (SVN and Git)
- Software testing (both manual and automated)
- Web technologies (HTTP, HTML, CSS, JavaScript, Ruby on Rails)
- Unix-like operating systems; currently my OS of choice is Ubuntu Linux

## Interests

- Publicity Manager on the Edinburgh University Music Society committee: I am responsible for ensuring that people come to our concerts. To do this I use the web, social media, and posters. I'm currently working on our website with a focus on improving the UX, particularly on mobile devices.
- Music: I also sing in the EUMS choir, and play the 'cello in one of the orchestras. I am also a self-taught guitarist and bassist, and played in a band while I was at school.
- Winning team in the 2013 Game Development Society GameJam (an event in which teams must produce a playable game in one weekend).
- Won the Edinburgh University Functional Programming Competition with a program which renders a zoom sequence of the Mandelbrot set.
- Numerous other free-time programming projects: for example, a graphical noughts-and-crosses game, an instant messaging client and server, and a web-based multiplayer version of the classic helicopter game.
- Proficient German speaker: in 2010, I spent two weeks in a work experience exchange at Knorr-Bremse in Munich.
- Road cycling: in 2011, I took a week off to cycle between some of the lakes and mountains in Lombardia, Italy.

## Education

### University

Studying Computer Science (2nd year) at Edinburgh University.

### A levels

Maths, Further Maths	AA
Physics	A*
German (Pre-U)	D2 <sup>1</sup>
Chemistry (AS)	A

<sup>1</sup>In Pre-U grades, the 'D' stands for Distinction; a D2 is marginally better than an A\*.

### GCSEs

8 A\*s, including Maths and three sciences, one A, and one B.