JOEL BARRETT

Software Engineer | Test Automation Engineer

joelbarrett	t.co.uk
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Gifu, Japan

EXPERIENCE

Senior Software Engineer / SDET

Virtalis

- May 2020 Present
- Gifu, Japan · Remote
- Became scrum master for my team and introduced refining practices that were adopted throughout R&D
- Reviewed CVs and portfolios, conducted interviews, designed a C++ programming test and supported new hires
- Architected and built a library of 300+ automated test cases from scratch for a cloud-based XR platform

Azure C++ C# Jira NUnit Selenium Xray	Azure	C++	C#	Jira	NUnit	Selenium	Xray	
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Software Engineer

Virtalis

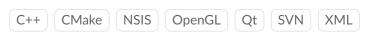
- **Apr** 2015 May 2020
- Manchester, UK · Hybrid
- Developed a keyframe-based animation sequencer that forms a core part of the company's flagship software
- Also worked on splines, importers, C and Lua APIs, front-end and UX, unit tests, code reviews and hundreds of bugs
- Wrote software manuals, an API and scripting reference and internal technical documentation



Junior Software Engineer

Virtalis

- **J**ul 2012 Apr 2015
- Manchester, UK · On-site
- Worked in the R&D department on bespoke VR and visualisation software for Windows PCs
- Collaborated with a company called Lanner to build a visualisation plugin for their discrete event simulation software
- Created a tool to blend and warp projectors using NVIDIA GPUs, which saved the company money on projector hardware



Intern - Software Engineer in Test

PlayStation

- **J**un 2010 Aug 2011
- London, UK · On-site
- Worked in the R&D department on projects including PhyreEngine and the PlayStation Vita SDK
- Supported other teams by writing unit tests in C++ and collaborated with QA teams in Japan and India
- Created scripts for build and test automation and developed a COLLADA exporter tool in C#, MAXScript and MEL

C++ CppUnit Perforce Python Shell Scripting

EDUCATION

MSc in Computer Science University of Bath

May 2020 - Present

Dissertation: "Digitising Go Game Records using Convolutional Neural Networks and Hough Transforms"



BSc in Computer Games Technology University of Abertay

Sep 2006 - May 2012

Dissertation: "Real-time Animation and Rendering of Ocean Waves using Inverse Fast Fourier Transforms"



CERTIFICATIONS

Certified Tester Foundation Level ISTOB

Feb 2020

KEY SKILLS



LANGUAGES



HOBBIES

Igo Photography Piano Sumo