

JOEL BARRETT

Software Engineer | Test Automation Engineer

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🔗 jb361

in jb361

📍 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

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

C++

CMake

Git

Lua

NSIS

OpenGL

SVN

Junior Software Engineer

Virtalis

📅 Jul 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

C++

CMake

NSIS

OpenGL

Qt

SVN

XML

Intern - Software Engineer in Test

PlayStation

📅 Jun 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"

C

Haskell

Java

Keras

Python

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"

C

C++

DirectX

OpenGL

PS2

CERTIFICATIONS

Certified Tester Foundation Level

ISTQB

📅 Feb 2020

KEY SKILLS

C++

C#

Cucumber

ExtentReports

Fluent Assertions

Git

Java

Jira

NUnit

Python

Selenium

Xray

LANGUAGES

English



Japanese



HOBBIES

Igo

Photography

Piano

Sumo