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Dr. Patrick Sinclair
Principal Software Engineer

Experience

2014-current — Technical Lead *Lostmy.name*
At Lostmy.name I've been heavily involved in the e-commerce platform that's sold over 1.5 million books in 2 years. I helped grow the engineering team to over 20 developers, and more recently I've been leading the e-commerce team.

2013-2014 — Technical Lead *Sidekick Studios*
Technical lead on several client projects, including Which? Birth Choice.

2012-2013 — Principal S/W Engineer *BBC FM Programmes & On Demand, Radio & Music*
Technical lead on one of the iPlayer Radio development teams.
Lead developer on several projects including Music Events sites (e.g. Hackney Weekend).

2011 — Senior Software Engineer *BBC FM Programmes & On Demand, Radio & Music*
Senior developer on the Radio & Music product working on the Radio Beta as well as overseeing development of the Radio 1/1Xtra homepage project.

2010-2011 — Content Producer *BBC Radio 1/1Xtra Interactive*
On attachment as a content producer with the Radio 1/1Xtra website editorial team, working on Chart & Playlist, Live Lounge and Specialist Sessions and mobile webapp.

2007-2010 — Software Engineer *BBC Audio and Music Interactive*
Core member of the BBC Music Discovery team where I helped deliver the BBC Music proposition around artist pages, album reviews and clickable tracklists with audio previews.

2003-2007 — Research Assistant/Fellow *University of Southampton*
As a researcher, I worked on a number of EU and JISC funded research projects mainly focusing on tools and techniques for integrating cultural heritage institutions' multimedia collections.

Education

1999-2004 — Ph.D. Computer Science *University of Southampton*
Integrating Hypermedia Techniques with Augmented Reality Environments
My research focused on incorporating open hypermedia techniques in augmented reality environments, and developing tangible augmented reality interaction metaphors for navigating complex information spaces in a natural and intuitive way.

1996-1999 — B.Sc. Computer Science [2.1] *University of Southampton*

Technical Skills

Programming

Ruby, Ruby on Rails, Sinatra

Some Java, PHP and Perl experience

Web Development and Web Services

HTML/CSS/Javascript

XML and XSLT

Implemented and worked with REST web services

Some experience of Semantic Web technologies (e.g. RDF/RDFS/OWL, SPARQL, Triple stores)

Other

Heroku

Postgres, MySQL, MongoDB

Message queuing technologies (Sidekiq, ActiveMQ)

Experience using Unix (OS X, Linux)

Source control using Git and Subversion

Research and Other Skills

Completed Scrum Master course

Presented work at international conferences, workshops and tutorials

Author on several research papers as well as project reports/deliverables