Michael Stanton Software Engineer

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Software engineer and computer science graduate in search of permanent employment with further development opportunities. Passionate about driving positive change through computing applications, with an emphasis on machine learning and cloud computing. Able to draw upon a range of programming skills and broad knowledge of computer science fundamentals to effect decision making and influence local strategy. Accustomed to remote teamwork, focused on delivering value on-time and in budget whilst always remaining mindful of the voice of the customer. Ambitious, self-motivated, and ready to embrace a new challenge.

Key Skills: Reliability, Enthusiasm, Critical Thinking, Problem Solving, Innovation, AI/ML, Programming (Python, Java, Go, R, MATLAB, Kubernetes)

Experience

JULY 2022 - PRESENT

Software Engineer/Couchbase

Software engineer in the Cloud-Native team at Couchbase, specializing in NoSQL distributed database solutions. Developed and maintained the Couchbase Autonomous Operator within Kubernetes to manage Couchbase Server resources. Implemented CI/CD infrastructure resulting in a 50% reduction in release time and cloud testing costs using Golang and Python. Transitioned to the Couchbase Lite team, focusing on Mobile Vector Search development for the last 12 months. Engaged in cross-platform mobile development across Android, Java, C# .NET, and C platforms.

SEP 2021 - FEB 2022

Intern Data Analyst/Get Safe Online

In-situ Data Analyst for major safeguarding consultancy firm, with a focus on identifying trends in cyber-crime effecting young people. Opportunity to shadow senior data analyst and apply R-programming skills developed at university. Accustomed to rigors of changing business environment, providing daily reports to Agile Product Owner whilst influencing the company deliverable based on current trends and perceived vulnerabilities.

JUNE 2016 - AUGUST 2021

Volunteer Web Developer/Cheshire Crimebeat

Worked with charity coordinator to first define project requirements, before then delivering a responsive and modern website with emphasis on user experience, utilizing HTML, CSS and JavaScript. Continued to maintain site throughout time at university accommodating changes and updates, though domain is no longer active.

Education

Computer Science (BSc)/Lancaster University

SEP 2018 - SEP 2021

Compounded an existing passion for computing with world-class education to achieve a first-class honours degree. Wide range of modules completed encompassing the foundations of computer science including programming, software engineering, and artificial intelligence. Dissertation involved developing a neural network to tackle and overcome a real-world problem by classifying actions from skeletal input data in python3 using TensorFlow2. Applied learning in creation of

Optimal Control Model for epidemiology of SARS-CoV using R, and further explored data clustering/classification for use in machine learning models in Python.

Qualifications

2018 – 2021: BSc in Computer Science (1:1 Honours) – Lancaster University

2016 – 2018: A-Levels in Mathematics, Computing & Further Mathematics (Grade A – C)

2011 – 2016: 12 GCSEs Grade A*-C, including A* in Mathematics, Science and English

Competencies

Agile Project Experience • Big-Data Analytics • Neural Network System Architecture Design in *TensorFlow* • R Studio for Data Analytics • Cloud Computing Experience in *Kubernetes, AWS, GCP, Azure* • CI/CD Fundamentals using *Jenkins* • Programming Proficiencies: *Python, Java, Go, R, MATLAB, Git, MySQL*

Accreditations

Associate Member of BCS, The Chartered Institute for IT • Lancaster University 2020 Hackathon Finalist • Lancaster Masters Scholarship Recipient • STEM Ambassador • GetSafeOnline Key Stage 2 Educator

Interests

Personal Development • Exercise • Sustainable agriculture • Yoga • Strategy Games

References

[Available upon request]