Nicholas Charlton

Experience

Fitter Technologies Ltd.

London, UK

Co-founder/CTO

September 2014-July 2015

Started a marketplace for fitness classes, covering both small and large portions of the industry, delivered through an iOS app.

- Lead the early-stage development of the product, from initial prototype to the end.
- Extensive use of Rails (including a custom, shared engine) to provide the data model and shared code. Then a website, internal dashboard, Grape (embedded inside Rails) to provide a Hypermedia API, Postgres and PostGIS providing the datastore and location capabilities.
- All hosted on a combination of Heroku and Amazon Web Services (configured with Chef and Terraform).
- Initial work on the iOS app (Objective-C, introducing a little Swift), using Realm (data store), Cocoapods and other related tools.
- Featured on the App Store with the UK launch of Apple Pay.

Freelance

Plymouth & London, UK

Ruby and iOS Developer

July 2013-September 2014

Working both locally and remotely, with organistions big and small as a (predominently) iOS, but also Ruby developer. Here are a few select projects:

- Working with the agency Torchbox, we worked with the Royal Society of the Arts on an iPad app to present videos from their Vision lecture series. We delivered a great experience for discovering, streaming and watching (offline) videos from their events.
- I worked with SleepIO to bring their internal team up to speed with iOS development. I came in to give some guidance on code style, arranging their project and some more advanced animation features.
- As an offshoot of my open source project, boxes, I worked with Cucumber Pro (the same group
 of people behind the well known Ruby testing framework) to bring together an appliance for their
 hosted project (using Packer, CoreOS and other tools).

Rokk Media Ltd. Exeter, UK

Software Engineer

July 2011-August 2012

Placement year focusing upon iOS and web development.

- Lead the development of several iOS applications for multiple clients.
- Maintained and extended several PHP based web applications based on CakePHP, Wordpress and Joomla.
- Helped with internal system administration and user support for colleagues.

Abu Dhabi National Exhibitions Company

Abu Dhabi, UAE

Intern, IT

July 2010-August 2010

A two-month internship which gave me a working insight into the running of a medium-size IT department.

- Helped with a network audit which required deploying a custom script to all workstations on the network, and then processing the returned data for several hundred systems.
- Aided with user support requests, workstation deployments and configuring a network monitoring and visualisation system.

Education

University of Plymouth

Plymouth, UK

BSc (Hons) Computer Science

2009-2013

- Final project focused upon Simultaneous Location and Mapping on Quadrotor-like robots.
- Safety and Technical Officer over several years for TermiSoc (The University Computing Society).

Projects

Predict the Sky

2012-Present

An API and iOS application that tells you when you can see sky objects.

- Helping lead a distributed team in the design, development and future direction, of the open source project since starting at the NASA Space Apps Challenge event in early 2012.
- Site implemented in Jekyll and hosted with GitHub Pages.
- API implemented in Python using the Flask microframework, comprehensive test coverage using unittest and using Travis CI for continuous integration.

nickcharlton.net

2008-Present

Maintaining and writing content for my personal site.

- Currently implementated using Hakyll, a Haskell static site generator.
- Fully maintained using Git (for the text and configuration).
- Hosted on Debian Wheezy, using Chef for configuration management and using Nginx, Postfix, Postgres et. al.

Skills

- \circ Programming experience with Ruby, Cocoa (iOS and some Mac), Python, C, C++, Matlab, LaTeX, Ruby, PHP, HTML, CSS, Javascript.
- Systems administration experience with Linux (Debian, Ubuntu), some Windows, Databases (MySQL, Postgres) and Chef.
- Mentor for Young Rewired State, a week long event to get young people under 18 designing, programming and working on projects together.

Further details and references available upon request.