

EDWARD BARTON

Software Engineer

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🌐 not-ed.com

EXPERIENCE

Placement Backend Developer

Codeweavers Ltd

📅 07/2022 - Present 📍 Stafford, UK

Responsible for implementing and maintaining server-side logic for several Automotive Financing and Commerce-based solutions and APIs using **C#**, **.NET**, **NUnit** and **PostgreSQL** with **NHibernate**. Working under Agile, Test-Driven and Mob Programming methodologies, my most notable contributions include:

- Assisted in the migration of 28,000+ live Stock Location records from **SQL Server** to **PostgreSQL** at the code and database-level, speeding up read/write queries and related service response times by 20-30% on average.
- Collaborated with other Developers to integrate translation lookup functionality into a client-facing lead management solution, enabling a key client to break into 4 major EU markets whilst generating opportunities to expand client outreach into 22 more inside and outside the EU.
- Aided in the upgrade and repositioning of a legacy data import system responsible for processing 62,000+ vehicle records daily, improving the developer experience and overall platform health by bringing it into the same domain as other systems and eliminating data sources facing deprecation.

Programmer - Rise of the Spitfires

Spitfires Team

📅 08/2021 - 09/2021 📍 Stoke-on-Trent, UK

Brought onto an existing 5-person team to bring a winning game jam entry to release over 6 weeks using **C#** and **Unity**. Splitting the work with one other programmer, my largest contribution was the implementation of systems and logic for a majority of the game's bosses, as well as introducing other features and polish where requested.

Games Tester

Huntress Search Ltd / HCL Technologies

📅 06/2018 - 02/2019 📍 Reading, UK

Carried out contractor work for a client company who cannot be named due to NDA. My day-to-day responsibilities entailed working with teams of around 10 people in order to perform various test cases on upcoming titles, along with general debugging, and documentation of issues when encountered.

PROJECTS

DOOMify

🔗 github.com/not-ed/doomify

Wrote an image color quantization program for generating retro game textures. Originally written in **Python** as an experiment, this is currently being re-written in **C++** in order to introduce a GUI using **Qt** and other QOL features including a Job system for exporting several images at once, user-defined palettes and support for **Windows** and **Linux** (Debian-based) distributions using **CMake**.

FIND ME ONLINE



GitHub

[not-ed](https://github.com/not-ed)



LinkedIn

[/in/not-ed](https://in/not-ed)



Twitter

[@ifNotEd](https://twitter.com/ifNotEd)

LANGUAGES

C#	Proficient
SQL	Proficient
C++	Familiar
Python	Familiar

CERTIFICATIONS

AZ-900: Microsoft Azure Fundamentals

Microsoft Corporation, 2022

EDUCATION

BSc (Hons) Computer Science

Staffordshire University

📅 09/2021 - 2024 📍 Stoke-on-Trent, UK

- **Continued studies from second academic year due to performance.**
- Commercial Computing - 30 Credits - **81%**
- Databases and Data Structures - 30 Credits - **81%**
- Mobile App Development - 30 Credits - **77%**
- Server-side Programming - 30 Credits - **88%**

PROJECTS

Ahri

🔗 github.com/not-ed/ahri

Wrote a web-scraping bot in **Python** for automatically sharing new Patch Notes from the game *League of Legends* to Discord using web hooks, complete with settings for declaring custom messages and role mentions when posting. Bot was deployed as a **systemd** daemon to a **Raspberry Pi** running **Debian** in order to allow continuous and unsupervised operation.

BaseTrainer

🔗 github.com/not-ed/basetrainer

Wrote a question generator in Python to help study and practice a number of mathematical concepts for a Digital Technologies class in both semesters of University. Examples of topics covered include conversion between various number-base systems, matrix operations, and 2's complement binary among others.

EDUCATION

BSc (Hons) Computer Games Programming

Staffordshire University

📅 09/2020 - 06/2021 📍 Stoke-on-Trent, UK

- Digital Technologies - 30 Credits - **75%**
 - Fundamentals of Game and Graphical System Development - 30 Credits - **89%**
 - Game Engine Creation - 30 Credits - **95%**
 - Professional Development and Games Industry Employability - 30 Credits - **97%**
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BTEC Level 3 Extended Diploma - Creative Media Production

Guildford College

📅 09/2015 - 06/2017 📍 Guildford, UK

- Achieved **Distinction Merit Merit**.
- Awarded for **Outstanding Work** in 2016.