

Otto White

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EDUCATION

Imperial College London

October 2020 - June 2024

- Computer Science MEng; First Class Honours
- Relevant courses: Software Engineering for Industry, Performance Engineering, Data Processing Systems, Distributed Algorithms, Concurrency, Advanced Computer Architecture, OSs, Custom Computing.

Hurstpierpoint College

Sept 2018 - June 2020

- A-levels; A*A*A*A* (Maths, Further Maths, Computer Science, EPQ (Machine learning))

EXPERIENCE

BidFX

April 2023 - August 2023

Core Engineer

- Primarily responsible for design and implementation of the most complex component of a high-performance FIX pricing service, providing pricing to all downstream Foreign Exchange trading services.
- Consulted/paired with industry leaders to implement Continuous Delivery on our team; utilized thorough testing + TDD, pair programming, small+ frequent PRs, incremental architecture and refactoring, optimizing test suites, builds, and pipelines for fast feedback, tickets+docs on the fly.
- Optimized a complex Java application for μ s tail-latency, utilizing profiling, object pooling for garbage elimination, single-threading, NIO, many compression mechanisms. Exercising understanding and manipulating the JVM/OS/network/hardware interactions.

Cub3 Inc

June 2022 - August 2022

Backend Engineer, Managed 1-2 Junior Devs

- Architected and wrote a gRPC backend in Typescript (including Solana blockchain services, Primsa DB, extensible permissioning system) enabling custodial wallet management and NFT collection creation.
- Facilitated 3 products, supporting team in securing latest funding round in a time of market uncertainty.

Futrlr

June 2019

Data Science and QA Intern

- Learned to develop with TDD/BDD, wrote front-end integration tests with Selium, used terminals, shell scripting and TMUX.
- Experimented with different forecasting models on business expense data in Python with Pandas, Numpy and Matplotlib.

PROJECTS

ML Classifier on an FPGA SoC with High-level Synthesis (Vivado Toolchain)

January 2024 - March 2024

- Implemented a highly parallel streaming-based Support Vector Machine with DMA, task-level pipelining, optimised hyperparameter storage layout, precision tuning and CORDIC for exponential approximation.
- Achieved the lowest latency of any Computing group by employing systematic benchmarking and analysis to target bottlenecks.

Badger - Full-stack mobile app in Flutter, Go, and Python

October 2022 - January 2023

- Created a mobile platform capable of analyzing cricket performance to enable talented cricketers from deprived areas to be scouted.
- Created a robust approach to produce 3D reconstructions of cricket scenes with OpenCV, Mediapipe, and Linear Algebra.
- Technologies used: OpenCV, Mediapipe, PnP Algorithm, gRPC, Dart, Flutter, Go-connect, Cloud Run, GCP, MongoDB, Flask

WACC - Compiler in Rust

January 2022 - March 2022

- Wrote an efficient and memory-safe 7-stage optimizing compiler.
- Designed and implemented the four compiler stages for graph coloring register allocation, dramatically increasing execution speed of compiled executables through minimizing stack use; only group in the cohort to successfully implement.
- Created an extensible regression integration testing framework in Bash.

Pintos - Operating System in C

October 2021 - December 2021

- Various kernel extensions including schedulers, user processes/program facilitation, system calls, virtual memory with paging.
- Honed my design skills by creating the full virtual memory architecture, enabling productive delegation to different team members and execution. Additionally allowing me to crisis manage when two of four group members experienced burnout.
- Designed a fine-grained concurrent solution allowing shared access of global virtual memory resources by different user processes.

Linux Tinkering

January 2021 - Present

- Spent 400+ hours tinkering with and optimizing my Linux setup as a programming and working environment. Working with Arch, Nix, Ubuntu, Scripting, Cluster management, Containerisation; enabling me to quickly utilize new technologies and environments.

SKILLS SUMMARY

Languages Rust, C, Java, Python, C++, Typescript, Javascript, Kotlin, Unix Scripting, English, Spanish (un poco)

Skills Continuous Delivery, TDD, Linux, Pipelines, Containerization, Git, VIM+Copilot+IDE Code Gen, Debugging, Scripting, JIRA, GCP

Interests Skateboarding, extreme sports, music, motorbikes, meditation, reading, socializing, travelling, finance, learning Spanish