Peter Brooks
Senior Developer

With over seven years in the industry, my passion is for solving API problems and optimising processes within teams.

An Agile, TDD and CI developer.

mail@pbrooks.net

Core languages

Platform development

System administration

Developer tools

Interests

Climbing

Mountaineering

Sea Level Research
2016 - Present

Development predictions software for the shipping trade, including a RESTful API for the shipping industry within a django and React.

Vantage
Realtime sea level & weather comparison for ports. Built in React, with offline caching and supported by the API.

Sea Level API
Django REST framework API which combines multiple data sources and caches their result for fast retrieval by clients.
incorporating Pandas, NumPy, Redis, Postgres and deployed on Heroku.

Port Assist
Port information dashboard advising on current conditions for loading.

Collectors
Data collectors from mixed APIs, webpages and physical hardware. Use of Amazon EC2, Lambdas and Scrapy.

Starship Group
2014 - 2016

vTime
Unity 5 core engine work on a social VR project and multiplayer mini game development.

Supersonic
Sole lead on a continuous integration distribution system for iOS & Android. Reduced install times down to under a minute.

CyberCook
Unity 4 render, physics, UI, JSON, platform programming.
Mesh system for chopping vegetables.

Revolution Software
2012 - 2014

Broken Sword 5   The Serpents's Curse
Core engine and platform work within a team of twenty developers within a bespoke C++ engine.
API implementations for achievements, audio, video playback, commerce.
Distribution to publishers for Vita, Steam, Android and iOS.

Broken Sword   The Shadow of the Templars
Broken Sword 2   The Smoking Mirror
Porting of these classic titles to Android and maintaining their iOS counterparts within bespoke C++ engines.

Other development
2010 - 2012

Development of Apps for iOS and Android devices using UIKit, Objective-C, Swizzling and Android UI.

Keele University
2009

Achieved a 2:2 with honours studying pure & applied mathematics with computer science. Disciplines studied in software architecture, systems development, human factors, databases and web programming.

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