ALEXANDER WILSON

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WORK EXPERIENCE

Software Engineer, Meta, London

Jun 2022 - Present

Systems Infrastructure

- · Experimented optimising server-side cache sizes in order to free up 3GB of runtime memory for new features in a capacity constrained environment.
- · Designed and implemented RPC protocols and backend functionality to allow services to cancel downstream jobs in order to reduce job timeouts and improve service reliability.

Software Engineer, Squarepoint Capital, London

Aug 2020 - Jun 2022

Technology - Risk Systems

- · Worked on stateless C++ microservices to perform real time processing of trades to track positions. Services were highly multithreaded in order to handle millions of trades per day. Made use of pub/sub messaging queues, and KDB databases for real-time and historical data. Services were highly robust.
- · Designed, implemented, and tested C++ microservices to accompany position keeping services mentioned above for various bespoke business needs.
- · Set up metrics, monitoring and alerting on production services using Prometheus/Grafana/VictorOps.
- · Implemented recon/reporting jobs for data parity between old and new systems in order to safely migrate/deprecate legacy systems.

Software Engineer II, FactSet, London

Aug 2018 - Aug 2020

Systems Infrastructure - Database Technologies

- · C++: Profiling and analysing in-house database technology to improve read performance and scalability.
- · Migrated untested python infrastructure to GitHub adding CI/CD and unit tests.
- · Designed and implemented (using TDD) cloud deployed services, monitoring, alerting, and tooling.
- · Managed a Software Engineer Intern who re-designed our database technology API for modern C++. The deliverable was well received and the intern received a return offer.

EDUCATION

BSc Computer Science, University of Edinburgh

Sept 2014 - July 2018

Topics of Interest:

1st Class with Honours

Compilers, Computer Architecture, Operating Systems, and Programming Languages.

PROJECTS

Microbenchmarking Intel Knights Landing

Wrote C++ and x86 to measure latencies and bandwidths of the different memory components of the multicore processor. Extensive research into computer architecture and compilers.

[WIP] Bootstrapping a C/C++ Compiler

Project to bootstrap a C/C++ compiler (Lexing, Parsing, Semantic Analysis, Code Gen) from scratch in order to learn more about C++. Implemented some of my own standard library classes to aid the project.

llvm-dxr

Docker image for DXR to index the LLVM codebase and serve the frontend using docker-compose.

SKILLS/INTERESTS

Languages: C++ 11/14/17, Python 2/3, C, x86, BASH, q/kdb+

Technologies: Linux, macOS, git, perforce, valgrind, perf, cmake, clang, LLVM, Docker

Misc/Hobbies: Reported a bug in LLDB related to runtime-thunks.

Attending C++ London Meetups to keep up to date with new C++ releases/features.

Teaching myself Piano