Curriculum Vitae

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Nationality:	British and German
Languages:	Native English, fluent written and spoken German

Profile

I'm an experienced software engineer, adept as both a facilitator and individual contributor having worked as manager and engineer in med tech, the aeronautical industry, digital publishing and games. My strong technical knowledge encompasses many platforms and sectors. I enjoy a challenge, am open to change and am a continuous learner, an active listener who helps others articulate their thoughts, have an analytical mindset and am structured in resolving issues. I enable teams to bring their best work, mentoring those more junior than myself, and look to help team members bond.

Long concerned with climate change, I started the 12 week deep-dive Climate Change: Learning for Action at Terra.do in September 2023 to deepen my knowledge and to enable me to pivot into a role in climate tech where I can apply my skills.

Skills

Analytics:	Google Tag Manager, Google Analytics and Adjust
UX/UI:	iOS Guidelines, Google Material Design and Sketch (http://www.sketchapp.com)
Design:	UML, Design Patterns and CASE
Code:	C/C++ (PC/UNIX), Swift, Objective-C, Python, C#, Ruby, CORBA, YACC and LEX
IDE:	Xcode, Xamarin Studio, MS Visual Studio and Studio Code, and Code Warrior
Web:	XML, HTML, CSS, Javascript, Ruby on Rails and VRML
Graphics:	OpenGL, DirectX, OpenInventor and PHIGS
SDK:	iOS, .NET, Android and Nintendo DS
Engines:	Torque Game Engine/Advanced (TGE/TGEA), Torque Game Builder (TGB) and BitEngine DS
Databases:	SQL, ORACLE and MS Access
Interface:	iOS, Android, Win32, X-Windows, Motif, ILOG and wxWindows

Qualifications

Coventry University:	1988–1992: BSc. Hons Computer Science 2i.
Subjects:	Analytical Techniques, Statistics and Simulation, Computer-Architecture, Software Engineering, Computer Graphics, Databases, Real-Time and Embedded Computer Systems, Project Management.
Degree Dissertation :	"The Interactive Manipulation of Bezier Curves and Surfaces"

Career

March 2016 to August 2023: Senior Staff Software Engineer / Sharecare Inc. (Feingold GmbH prior to 2020)

Feingold GmbH has been part of Sharecare Inc. since 2015. Sharecare is the leading digital health company, linking millions of people across the health system.

Tasks:

Project management, iOS Software development, technical conception, work estimation and quality assurance.

- Feature lead for health tracking, a major vertical in Sharecare's ecosystem, allowing me to combine my experience of product with mobile development.
- Development of mobile iOS applications for Feingold and their partners.
- Maintenance of mobile SDKs and infrastructure.

Successes:

Introduction of Vega-Lite for data visualisation of tracker data.
A 80% reduction in start time applying concurrency techniques.
Implementation of successive improvements to the concurrency model for clarity and performance.
Mentoring of junior and mid-level developers across all teams.
Application of Domain Driven Design to the refinement of the tracking domain.

» Motivation for change: A long time interest in combating climate change led me to take severance when offered which allows me to pivot into climate tech.

May 2015 to October 2015: Product Lead Mobile / Helpling GmbH

Helpling is an online platform for household-related services that allows users to book legally employed cleaners in a fast and convenient way. Starting in Germany in April 2014, Helpling now operates in multiple countries and is available in more than 150 cities. It is the most widely-available platform for home cleaning.

Tasks:

Management of the companies 'mobile first' strategy, including native mobile software development:

- Product development for mobile within a two sided marketplace.
- Liaise with stakeholder across all business areas.
- Strategic guidance and oversight in the areas of Analytics, Business Intelligence, Marketing and Software Development.
- Consulting with product managers on all features as part of the 'mobile first' initiative.
- Roadmap planning and oversight.
- Product owner Android App within the agile software process.
- UX/UI consultation and design for mobile targeted features.

Successes:

Release of an Android App to assist the daily work of cleaners. The tool initially addressed the areas of job and offer management, notifications, navigation and schedule optimisation.
Strategic enhancement of the companies Analytics and Business Intelligence infrastructure to allow for the comparison of performance between web and app performance.
Structured the Google Analytics reporting for mobile to all stakeholder.
Established the infrastructure for native software development including automated (both acceptance and unit testing) and continuous integration.

» Motivation for change: A shift in investor emphasis from growth to profitability led Helpling GmbH to halt operation in four countries, making over 80 employees redundant including all those still in their 6 month probationary period.

September 2010 to April 2015: Project Manager and Software Developer / C3 Creative Code and Content (KircherBurkhardt GmbH prior to December 2014)

C3 Creative Code and Content is Germany's leading content marketing agency with a total turnover of about €60 million. 400 employees, over a quarter of whom are journalists, together with strategists, designers, social media experts and developers produce innovative communication campaigns for over half of the DAX30 companies.

Tasks:

Project management, software development, technical conception, estimation and quality assurance:

- Froschkönig, Dornröschen and Rotkäppchen for the Fischer Verlag (interactive fairytales, iPad).
- Porsche Christophorus Magazine for Porsche AG.
- Express, Hamburger Morgenpost, Berliner Zeitung and Berliner Kurier for the Mediengroup M. DuMont Schauberg GmbH & Co. KG (iPad Newsstand Apps).
- Handelsblatt Live for Handelsblatt GmbH (iPad Newsstand App).
- Various B2B Enterprise iOS Apps for customers such as EON and T-Systems.
- A Xamarin based project targeting both iOS and Android which is currently in development.

Successes:

Brought on board in the early stages of KircherBurkhardt GmbH growing their digital business, I participated in shaping the software process.
Froschkönig (The Frog King) was awarded iPad Book-App of the Year by Apple in 201.
Introduced agile development to employees as part of a company wide talk on software development..
Coached predominantly editorial designers in the production of digital assets for iOS..
Performed reviews and established technologies for:

- Cross-platform development using Xamarin.
- Continuous integration using Bamboo.

» Motivation for change: Aiming for a managerial role with functional and disciplinary responsibility, a shift in mobile development strategy, away from native platforms, leads me to look elsewhere for my next career move. The BurdaCreative merger brought with it a new organisational structure. The new Head of Development role was filled by a colleague who has a Web and CMS background.

March 2010 to August 2010: IT Software Developer / PACE Aerospace Engineering and Information Technology GmbH

PACE Aerospace Engineering and Information Technology GmbH was founded in 1995 providing knowledge based engineering software technology for engineering and technical marketing departments in the transportation industry. Over 50 employees, predominantly software engineers with an estimated revenue of €25 million.

Tasks:

C# development for an 'Aircraft Performance' Project. The project replaced the tedious calculation by hand of flight plans for an older aircraft used by the French Air Force.

» Motivation for change: This was a project based contract at a previous employer (see below). At the time PACE was not offering permanent contacts which was what I was looking for.

August 2005 to March 2010: Freelance Development Director / syncRage GmbH (Secondary employment prior to September 2008)

syncRage was a small games industry start-up occupying six freelance developers on a regular basis.

Tasks:

Management, recruitment, software development, technical conception, estimation and quality assurance:

- Development of WNIM, a presentation tool for Wincor Nixdorf using TGE from GarageGames,
- Responsible for the UML based software design for the Nintendo DS project Grundschule (released Jan. 2009), the complete C++ based development and its testing and quality assurance.
- Management of the Nintendo DS project Sternentänzer (release July. 2009). from design to approval and the development of key modules.
- Management of the iOS project Spongebob Jelly Fish Jam and the development of key modules..

Successes:

Development of a cut scene editor and player for TGE from GarageGames,
Establishment of the companies agile software process, combining creative and development tasks.
Coordination of external game designers and digital artists.
Negotiating with publishers from the games industry.
Handling submissions to Nintendo and liaising with them on issues pertaining to software reviews..
Handling submissions to Apple and liaising with them on issues pertaining to software reviews.

» Motivation for change: The company failed during the development of Sponge Bob Jellyfish Jam.

August 2001 to May 2008: IT Project Manager / PACE Aerospace Engineering and Information Technology GmbH

PACE Aerospace Engineering and PACE Aerospace Engineering and Information Technology GmbH was founded in 1995 providing knowledge based engineering software technology for engineering and technical marketing departments in the transportation industry. Over 50 employees, predominantly software engineers with an estimated revenue of €25 million.

Tasks:

Managerial and design responsibility for the Geometry and Visualisation Team:

- Coordinating design, development and testing with the other team leaders to support the road maps of multiple projects and products.
- Performing regular code reviews within the team.
- Project planing and controlling for both customer projects and product development.
- Design and development work in C++ and C# to visualise 3D CAD models for the Aeronautical and Automobile industries.

Successes:

Introduction of unit testing to the software process.
Integration of the geometric modeller Open CASCADE with Open Inventor, and enhancements in OpenGL, as a framework that was expanded over the years to support many customer projects and the flagship product Engineering Workbench.

» Motivation for change: The pursuit of a long standing wish to work in the games industry led me to progressively reduce my hours, and then change completely.

December 1997 to August 2001: Project Manager & Software Architect / artemedia AG

artemedia was a technology based multimedia company, specialising in virtual reality, 3D animation and film. They had over 100 employees and filed for bankruptcy in November 2001.

Tasks:

- Managerial and design responsibility for the Multimedia Playout Center project; a CORBA and Java Enterprise Beans based platform for interactive services in digital television (DVB) that were optimised using viewer profiling.
- Design and development of Virtual Reality Software for, amongst other things, Virtual City visualisation using OpenGL on SGI Infinite Reality basis and OpenGL/DirectX based on Win32.
- Production of platform independent C++ code developed with MS Visual C++ using the Python script language for system configuration.

Successes:

Implementation of algorithms for Imposters, Occlusion-Culling, automatic Level of Detail and Dynamic Lighting. Multi threading architecture for multi screen based VR projections.

» Motivation for change: Interest in progressing my career led to finding a new role as team leader.

March 1995 to August 1997: Software Developer / European Gas Turbines

An ISO 9000 accredited software development unit, part of GEC Alstom, performing work for the European Space Agency.

Tasks:

Design and development of ESARAD, a UNIX (Sun/HP workstations) based thermal radiative analysis tool for the European Space Agency.

- Visualisation of 3D satellite models in PHIGS.
- Access of thermal radiative result data from an ORACLE database using embedded SQL.
- Extension of the C like script language using LEX and YACC.
- Extension of the GUI in X-Windows/MOTIF..

Successes:

A SET-ATS implementation for the exchange of product data.
Research and presentation of STEP for the next generation of product data exchange.
ESARAD software training for scientists at the German aeronautics and space institute DLR (Deutsches Zentrum für Luft und Raumfahrt) in Adlershof, Berlin.

» Motivation for change: Moved to Germany for personal reasons.

September 1992 to March 1995: System Manager / British Horse Society

British equestrian charity with 50 employees.

Tasks:

Assembly and supervision of a network with more than 100 PCs and a Novell v3.1 Server, 30 terminals and a SCO UNIX System.

Training and support for MS Office, Aldus Pagemaker and Corel Draw.

Programming in MS Access and Visual Basic.

Successes:

Automation of software updates across the network.
Coaching employees in typical Microsoft Office tasks such as mail shots.

» *Motivation for change: The wish to take on a development role.*