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Professional Summary

As a Software Engineer and Co-Founder of Oglofus Ltd, a Newcastle Upon Tyne-based digital solutions company, I leverage my technical expertise and business acumen to guide our team in developing innovative and purposeful technology solutions. I maintain a focus on clean code practices and accessibility, while fostering a culture of innovation, to transform complex challenges into elegant software solutions. While based in the North East, I remain actively involved in software development and continue to shape Oglofus's technical vision while delivering high-impact digital solutions to our clients.

EXPERIENCE

Oglofus

Co-Founder & Company Director / June 2024 - Present

Leading Oglofus Ltd as Co-Founder and Company Director, spearheading the development of innovative digital solutions while fostering a culture of technical excellence and client-focused delivery.

Key Responsibilities & Achievements:

- Drive strategic direction and technical vision for the company, ensuring alignment with market needs and technological advancements
- Lead the development and implementation of custom software solutions for diverse business needs
- Oversee project management and client relationships, ensuring high-quality delivery and customer satisfaction
- Build and mentor a talented technical team while maintaining hands-on involvement in development
- Manage company operations, business development, and strategic partnerships
- Guide the company's growth from inception to a respected digital solutions provider in the North East

Technical Leadership:

- Architect and implement scalable software solutions

- Establish technical standards and best practices
- Drive innovation in software development methodologies
- Ensure quality control and technical excellence across all projects

Business Development:

- Foster client relationships and strategic partnerships
- Identify new market opportunities and growth areas
- Lead business strategy and company expansion initiatives

Creative Assembly

Senior Engineer - Continuous Improvement / November 2022 – June 2024

As a Senior Engineer, I'm involved with multiple projects bringing a passion and mindset of continual improvement of development practice, delivering simple and effective solutions to improve developer flow and happiness.

Responsibilities:

- Make ongoing, effective productivity improvements across the studio and projects
- Induce change through an enthusiastic, collaborative, and responsive attitude with a strong ethos of continuous improvement and value delivery
- Develop, enhance, and maintain simple solutions delivering value to people and projects
- Foster a sustainable environment through the pursuit of low-maintenance solutions and a "less is more" mentality
- Proactively engage with projects and developers to identify pain points and opportunities for improvement
- Have a tangible positive impact on the effectiveness of our game development pipelines

Technologies Used: C, C++, C#, Golang, Git, Perforce, Unity, Warscape Engine, ElasticSearch, OpenSearch, Jira, Confluence, Windows, Linux

Key Projects: Total War: WARHAMMER III, Hyenas

Ubisoft Reflections

Senior Tools Programmer / Apr 2022 – Oct 2022

Tools Programmer / Apr 2020 – Apr 2022

One of my responsibilities as a Senior Tools Programmer is to develop, maintain and support critical tools to enhance the productivity of the studio's projects while keeping stakeholders informed and up to date. Another responsibility is to analyse projects and make ongoing, articulable productivity improvements while measuring wait times on technology and processes. I work in an agile, proactive and autonomous manner to identify needs and opportunities which deliver value to our pipeline productivity.

- Optimized critical tools, improving studio productivity and stakeholder engagement.

- Conducted thorough project analyses, significantly reducing technology and process wait times.

Technologies Used: C, C#, Golang, Python, WPF, Git, Perforce, Jira, Confluence, Unity, Anvil, AWS, Jenkins, ElasticSearch, OpenSearch, Windows, Linux

Key Projects: Assassin's Creed® Nexus VR, Avatar: Frontiers of Pandora

Enigma Interactive

Software Developer / Jun 2018 – Apr 2020

At Enigma Interactive, I specialized in developing impactful websites, mobile apps, and software, meeting unique client needs and enhancing their digital footprint. Using agile methodologies, I ensured flexibility and quality in our products, with thorough debugging for optimal performance and user satisfaction. My work consistently surpassed client expectations and bolstered our company's reputation.

Key Projects

Northumbrian Water - Energy Management Software

Developed software for energy optimization, integrating various data sets with intelligent prioritization and visualization. Employed an advanced algorithm for energy manager reviews.
Technologies Used: Java, AngularJs, R, Java, MySQL, HTML, CSS, JavaScript, TypeScript, jQuery, D3, SVN, Docker, Linux, Windows, Mac

Oxford English Dictionary - Interactive

Description: Created a detailed, parallax scrolling site for the OED, telling the story of the word 'OMG' with engaging design and interactive elements.
Technologies Used: Angular 5, TypeScript, HTML, CSS, JavaScript, Git, Linux, Windows, Mac

Barbour - ECommerce

Description: Built a comprehensive multi-channel e-commerce solution for Barbour, featuring a custom Magento Commerce ecosystem.
Technologies Used: Magento, PHP, HTML, CSS, JavaScript, Docker, MySQL, SVN, Linux, Windows, Mac

Dräger - Mission Critical Tablet Application

Description: Developed a bespoke tablet application to enhance firefighter safety, integrating with Dräger's hardware and focusing on an intuitive user interface.
Technologies Used: Java, Android SDK, Ionic, Angular 4, HTML, CSS, JavaScript, SVN, Windows

Western Power Distribution - Carbon Tracer

Description: I created a mobile app for tracking carbon intensity to increase customer engagement with local energy tracking for Android and iOS.

Technologies Used: Ionic, Angular 4, Java, Objective-C, HTML, CSS, JavaScript, SVN, Windows

Freelance

Freelance Software Developer / Sep 2014 – May 2017

As a freelance developer, my role encompassed creating and selling custom websites and Android applications. I was dedicated to developing efficient methods for project advancement, ensuring premium online services to a varied clientele. My expertise covered front-end and back-end development, leveraging state-of-the-art technologies to construct scalable, robust, and visually compelling digital solutions.

Key Projects and Clients

Simple Small Business

Project: Web and Android Application Development
Description: Focused on crafting tailored websites and Android applications for Simple Small Business, addressing their unique needs and challenges. My role involved technical development and strategizing efficient methods to enhance project outcomes, thereby delivering high-quality online services to this client.

T C Yeoh & Associates Dental Practice

Project: Development of a Dentist-Customer Connection Platform
Technologies Used: Angular 5 (Front-End), Firebase (Back-End)
Description: Developed a dynamic, real-time web platform to connect dentists with customers, utilizing Angular 5 for the front and Firebase for the back end.

Dental Index

Project: Robust Back-End System Development
Technologies Used: NodeJS, MongoDB, ElasticSearch, Proxy Server
Description: Tasked with creating a solid back-end system, integrating NodeJS with MongoDB and ElasticSearch for efficient data handling and security implemented through a proxy server.

Actis Consulting

Project: Comprehensive Web Application Development
Technologies Used: NodeJS, MongoDB, ElasticSearch, Angular 2, Proxy Server
Description: Engineered a comprehensive digital solution, combining a robust back-end in NodeJS with an interactive front-end using Angular 2 and a proxy server for overall system security.

EDUCATION

7th EPAL LARISSA
Computer Science / 2011 – 2014

FREE CODE CAMP
WEB DEVELOPMENT CERTIFICATION / 2016 – 2016