

I'm a software engineer, game designer and various other things (depending on the colour of my socks and the phase of the moon). I specialise in Python, DevX tooling & SME consulting.

I love creating tools that make devs' lives great, and writing docs that make unintuitive things understandable. I've also got an interest in Linux systems administration and UX design.

## EMPLOYMENT

**Starriver** / Director 2015-present  
End-to-end web development consultancy & game studio.  
'We' work with Python, JavaScript (full-stack) & Ruby on Rails, among other things. Starriver consults on general SME systems analysis & DevX. Occasionally consults on Linux admin, DevOps, infrastructure & UX design. Previously self-employed as a sole trader 2008-15.

**Skyral Group** / Software engineer (Engineering Enablement) 2022-2024  
Worked on Backstage deployment & tech docs integration. Upgraded various Kubernetes & Terraform stacks.

**Good Sixty** / Full-stack Rails developer (temp) 2022  
Worked on the website as part of a small development team. Moved CI/CD to CircleCI and containerised the development environment. This is a temporary role that I took to supplement the release of my game.

**Pirate.com** / Back-end engineer 2019-2021  
Worked on audio/video capture, booking system & websites. Implemented CI/CD and containerisation for existing projects. Used Elixir, Balena, Kubernetes, Terraform, CircleCI & GitLab CI.

**Create Health** / Web developer & systems administrator 2019  
Migrated legacy cPanel-backed sites to a multiple-VPS Terraform provisioning. Containerised all company projects & set up CI/CD. Built some new projects using Vue.js, Node.js & WordPress.

### Earlier

**Netcraft** / Internet services developer [2017-18], **So Design Consultants** / Web developer [2016-17], **Quantock Design** / Web developer [2015-16], **Freeformers** / Digital trainer [2014-15], **IBM** / Industrial trainee software engineer [2011-12], **SUSU** / DJ [2010-2013]

## EDUCATION

**BSc (Hons) Computer Science 2.1 [69.2%]** 2009-13  
University of Southampton  
Sandwiched a year in industry at IBM (shown above).

**A2-Level Mathematics / Computing / Physics - AAA** 2007-09  
**AS-Level Chemistry - A**  
Richard Huish College

### Earlier

GCSEs / New Eccles Hall School, Quidenham [2005-07]: 4 A / 1½ B / 2½ C

## REFERENCES

### Available on request

[Message me on LinkedIn](#) for my full CV with contact details and references.

## PROJECTS

**Feral Flowers** / Game  
Fast-paced roguelite platformer. Created containerised build tooling, incl. codesigning. Windows, Linux, macOS & Nintendo Switch.

**Various open-source tooling**  
gdv: Godot version manager  
taiga: Incremental build system  
dobro: DigitalOcean VPS provisioner

**Backstage**  
Skyral's developer portal. Further details are confidential.

**goodsixty.co.uk**  
Local food delivery platform supporting SMBs. Mono-repo project using Ruby on Rails. Runs on Heroku.

**k-rool**  
Distributed audio/video recording back-end. Used Elixir, nginx & Balena. Selected & procured IoT hardware.

**Create Health website**  
Rebuilt the company site with modern WordPress. Used ACF, Vue.js, Roots.io Bedrock & CircleCI.