

# EDWARD BARTON

Software Developer

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[not-ed.com](https://not-ed.com)

## PROJECTS

### DOOMify

[github.com/not-ed/doomify](https://github.com/not-ed/doomify)

Wrote a program for converting images to a restricted colour set in Python, which was later re-written in C++ in order to introduce a GUI using Qt among other QOL features including a Job system for exporting several images at once when complete.

### Ahri

[github.com/not-ed/ahri](https://github.com/not-ed/ahri)

Wrote a web-scraping bot in Python for automatically sharing new Patch Notes from the game *League of Legends* to Discord using web hooks, complete with settings for declaring custom messages and role mentions when posting.

### BaseTrainer

[github.com/not-ed/basetrainer](https://github.com/not-ed/basetrainer)

Wrote a question generator in Python to help study and practice a number of mathematical concepts for a Digital Technologies class in both semesters of University. Examples of topics covered include conversion between various number-base systems, matrix operations, and 2's complement binary among others.

### Darius Editor

[github.com/not-ed/dariuseditor](https://github.com/not-ed/dariuseditor)

Wrote a grid-based level editor using C# and Windows forms for a personal game project, in order to reduce build sizes and provide a means for players to share their own custom levels by using a specially formatted 'seed' generated by the editor on export.

## EXPERIENCE

### Programmer - Rise of the Spitfires

#### Spitfires Team

08/2021 - 09/2021 | Stoke-on-Trent, UK

Brought onto an existing 5-person team to bring a winning game jam entry to release over 6 weeks using C# and Unity. Splitting the work with one other programmer, my largest contribution was the implementation of systems and logic for a majority of the game's bosses, as well as introducing other features and polish where requested.

### Games Tester

#### Huntress Search Ltd / HCL Technologies

06/2018 - 02/2019 | Reading, UK

Carried out contractor work for a client company who cannot be named due to NDA. My day-to-day responsibilities entailed working with teams of around 10 people in order to perform various test cases on upcoming titles, along with general debugging, and documentation of issues when encountered.

## LANGUAGES

C++ Proficient

Python Proficient

C# Familiar

Java Beginner

SQL Beginner

## EDUCATION

### BSc Computer Science

#### Staffordshire University

09/2021 - 2024 | Stoke-on-Trent, UK

- Accepted straight into second academic year due to performance.

### BSc Computer Games

#### Programming

#### Staffordshire University

09/2020 - 06/2021 | Stoke-on-Trent, UK

- Digital Technologies - 30 Credits - **75%**
- Fundamentals of Game and Graphical System Development - 30 Credits - **89%**
- Game Engine Creation - 30 Credits - **95%**
- Professional Development and Games Industry Employability - 30 Credits - **97%**

### BTEC Level 3 Extended Diploma - Creative Media Production

#### Guildford College

09/2015 - 06/2017 | Guildford, UK

- Achieved **Distinction Merit Merit**.

## STRENGTHS

 Strong Communication Skills

 Growth Mindset

 Beyond Driven

## AWARDS

 **Outstanding Work**  
Guildford College, 2016