# EDWARD BARTON

## Software Engineer

@ hello@not-ed.com     🔗 not-ed.com

## PROFILE

I am a Computer Science graduate and early-career Software Engineer with over a year of backend development experience working on Commerce and Financing solutions. Driven by the goal to perform at the highest level I can as a Developer, I am perpetually on the lookout for opportunities that allow me to work in service to that goal and help empower others to do the same.

## RELEVANT EXPERIENCE

### Software Engineer I (Backend)

**Codeweavers Ltd**

📅 06/2024 - Present    📍 Stafford, UK

### Placement Backend Developer

**Codeweavers Ltd**

📅 07/2022 - 09/2023    📍 Stafford, UK

Responsible for implementing and maintaining server-side logic for several Automotive Financing and Commerce-based solutions and APIs using **C#**, **.NET**, **NUnit** and **PostgreSQL** with **NHibernate**. Working under Agile, Test-Driven and Mob Programming methodologies, my most notable contributions include:

- Assisted in the migration of 28,000+ live Stock Location records from **SQL Server** to **PostgreSQL** at the code and database-level, speeding up read/write queries and related service response times by 20-30% on average.
- Collaborated with other Developers to integrate translation lookup functionality into a client-facing lead management solution, enabling a key client to break into 4 major EU markets whilst generating opportunities to expand client outreach into 22 more inside and outside the EU.
- Aided in the upgrade and repositioning of a legacy data import system responsible for processing 62,000+ vehicle records daily, improving the developer experience and overall platform health by bringing it into the same domain as other systems and eliminating data sources facing deprecation.

### 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.

## TECHNOLOGIES

| C# | .NET | SQL | Python | C++ |
| PostgreSQL | NUnit | Git | Bash |
| NHibernate | CMake | SQLite |
| Windows | Ubuntu / Debian | Qt |
| Microsoft Azure | Raspberry Pi OS |

## CERTIFICATIONS

**AZ-900: Microsoft Azure Fundamentals**

Microsoft Corporation, 2022 (Credential ID 84505F8DCF8A6F35)

## EDUCATION

### BSc (Hons) Computer Science w/ Placement Year

**Staffordshire University**

📅 09/2021 - 07/2024    📍 Stoke-on-Trent, UK

- Graduated with **First Class Honors**.

### BSc (Hons) Computer Games Programming

**Staffordshire University**

📅 09/2020 - 06/2021    📍 Stoke-on-Trent, UK

- Degree Abandoned (**Transferred to Computer Science** between first and second year; **see above**).

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

**Guildford College**

📅 09/2015 - 06/2017    📍 Guildford, UK

- Achieved **Distinction Merit Merit**.
- Awarded for **Outstanding Work** in 2016.

# PROJECTS

## DOOMify

🔗 github.com/not-ed/doomify

Wrote an image color quantization program for generating retro game textures. Originally written in **Python** as an experiment, this is currently being re-written in **C++** in order to introduce a GUI using **Qt** and other QOL features including a Job system for exporting several images at once, user-defined palettes and support for **Windows** and **Linux** (Debian-based) distributions using **CMake**.

## Ahri

🔗 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. Bot was deployed as a **systemd** daemon to a **Raspberry Pi** running **Debian** in order to allow continuous and unsupervised operation.

## BaseTrainer

🔗 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.