Summary I'm a software engineer based in London with 20 years of multifaceted expertise in diverse tech stacks. From designing APIs for multinationals to fixing spreadsheet workflows for small charities, my focus is always on understanding user needs to make technology work for them.

Work

2006 - Codev Limited: Founder and CEO

Present Founded and managed a software consultancy firm, leading a team of up to 5, handling website, app, game, and database projects. Successfully published iOS apps under the Codev brand.

Clients include LEGO, University College London, Hasbro, Demos, Reprieve, Pinnacle Entertainment and the Huntington's Disease Association.

iPhone apps developed include *OneMail* secure email client, *Formulary* pharmaceutical reference guide and popular medical guide *Dermatomes*.

Project highlights (more are listed on Codev selected projects):

- UCL Biobank a secure database in Rails and Rust to track biological products in healthcare research
- British Sign Language Signbank a Django based database of BSL including video, visual searching and regional signs
- Room To Heal Database Rails and Postgres based database for securely tracking therapy, casework and gardening interventions

2001 - **Qube Software: Lead Programmer**

2006 Lead programmer on 'LEGO Digital Designer' — software for building LEGO models virtually and ordering the physical bricks to build the models - millions of downloads.

Organised and led a team of four programmers for six releases of LDD using the scrum project management system. While at Qube I also worked on:

- LEGO Creator: Harry Potter and the Chamber of Secrets
- Calcaphon (a game for Virgin Interactive)
- Dinosaur: A Living Film (a game for Microsoft)

Education

1998 - Jesus College, Cambridge University, BA Hons Computer Science, 1st 2001 Class

Dissertation: 'A wide-scale distributed file sharing system'

Skills

Languages Ruby Python C++ C# Rust Prolog ML Lisp Javascript Typescript Java SQL ObjectiveC Swift

Tech Rails Django Wordpress .NET WPF SCSS Docker Linux Windows MacOS Git Bash Emacs