

Technical skills

Domain knowledge	Autonomous vehicles, sub-sea communications, naval minehunting & minesweeping systems.
Programming languages	Java, Python, C, C++, PHP, JavaScript, LabVIEW, MATLAB.
Software engineering	Requirements capture, User Interface design, software design, UML, usability testing, configuration management.
Specific packages	Microsoft Word, Excel, PowerPoint & Access, SharePoint, DOORS, Enterprise Architect, Subversion, git, etc. Equally at home on Windows, Linux or Mac OS.

Professional experience

Oct 2009 – Present	Software engineer at Atlas Elektronik UK. Specialised in user experience, usability and User Interface design as part of the company's newly-created HMI & Control team. Led small teams of developers on a number of larger projects. Continued involvement in all areas of the project life-cycle, and contributed expertise on tools and techniques to improve the company's engineering processes.
Jul 2006 – Sep 2009	Software engineer at QinetiQ. Worked on a variety of projects for defense and commercial customers. Responsible for the complete engineering process from requirements capture to commissioning on a number of small projects. Worked to increase the adoption of configuration & issue management tools at the Winfrith site.
Summer 2004, 2005	Summer student at QinetiQ. Applied scientific and programming knowledge to projects in a variety of disciplines including rail transport and biomedicine.
Sep 2002 – Sep 2003	Year in Industry student at QinetiQ. First experience of the engineering process. Took on a spin-off from a major QinetiQ project and saw it through from initial R&D work to demonstration of a prototype and patent application.

Qualifications, Education & Memberships

2012 – Present	Member of the Institution for Engineering and Technology (MIET).
2003 – 2006	BSc (Hons) in Physics from the University of Southampton.
1995 – 2002	Attended Bournemouth School for Boys. Achieved A-levels in Maths, Further Maths, Physics and Electronics.