Mr Dominic Edhouse, BSc (Hons) ICTTech TMIET

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Software Engineering advocate and professional with 7+ years of practical and varied industry experience, bolstered by years of experience working on personal projects as a hobbyist. Currently working for MSV.

EXPERIENCE SUMMARY

DOMAINS	API development • Desktop development • Web development • Game development
PROGRAMMING	Python • .NET (C#/ASP/Blazor/WPF) • PHP (Laravel) • HTML/CSS/JS • Delphi
DESIGN	KISS principle • SOLID principle • Object-oriented design • Data-oriented design
TECHNOLOGIES	Git • Azure • Docker • Visual Studio (Code) • Unity • SQL Server • Entity Framework
KEY STRENGTHS	Pragmatic problem solving • Analytical thinking • API design & integration • Networking

CAREER HISTORY

MotorSport Vision LTD, Brands Hatch — *Software Engineer*   November 2022–Present (Full-time, hybrid)

- Technologies: C#, ASP.NET, Blazor, Entity Framework, SQL Server, Git, Visual Studio, Azure.
- Primarily responsible for developing, maintaining, and supporting EBES, a bespoke, in-house, web-based CMS system, among other business-critical systems. Involved with everything from race and venue setup to billing and customer management. Systems had to be secure, performant, and functional.
- Provided support to users across the business using ticketing software and issue tracking. Requires good communication skills to work effectively with others of varying technical levels.
- Mid-level role learning from more experienced colleagues and assisting those less experienced. Conducted code reviews, liaised with stakeholders throughout the software development lifecycle, and responded to issues promptly and efficiently.
- Full-stack role but predominantly back-end focused. Collaborative team with an agile approach.

RINA (formerly Edif ERA) — *Software Engineer*   September 2017–November 2022 (Full-time, remote)

- Technologies: Python, PHP (Laravel), Delphi, VBA/VB.NET, WPF, Git, RAD Studio, Paradox and BDE, Sourcetree, MySQL, Docker.
- Led development on the Python API, which empowered our users to automate their studies. My team and I also benefitted greatly from the API as it allowed us to start modernising legacy systems for the web, and it improved our development practices by using build pipelines and unit testing.
- Invited back after graduating from university as a graduate software engineer. Rejoined the tight-knit power systems team.
- Responsible for the continued development of the core ERACS package and supporting website and tools. Varied project work, using Python, PHP, and Delphi among other technologies.

Edif ERA, Leatherhead — *Software Engineering Intern*   June 2015–June 2016 (Internship, onsite)

- Internship for my university degree.
- Worked on ERACS, a power systems analysis package with a long-standing reputation for reliability and ease of use. Supported the ERACS development team with varied projects, such as translating XML to SVG via XSLT, aggregating data using Python, and presenting results using VBA.

EDUCATION

University of Portsmouth (2013–2017)
- BSc (Hons) Software Engineering, awarded an Upper Second-Class (2:1) Honours degree.
- Core units: Neural Networks and Genetic Algorithms, Distributed Systems and Parallel Programming, Advanced Software Engineering, Individual Final Year Project (Engineering), Reliable and Secure Systems, Advanced Programming Concepts, Discrete Mathematics and Functional Programming.

Canterbury College (2011–2013)
- BTEC Level 3 Extended Diploma in Creative Media Production (Games Development), awarded triple grade Distinction Distinction Merit (DDM).

Fulston Manor School, Sittingbourne (2006–2011)
- 11 GCSE's grade C (or equivalent), including Maths, Science, English, Media, ICT, and Religious Studies.

ADDITIONAL INFORMATION

- Attend various software conferences to keep up with the latest technological advancements.
- Passionate about delivering clean and maintainable solutions. Career-driven and requirement-focused. Take accountability for and document work.
- Keen interest in containerisation, CI/CD, networking, and API design and integration.
- Full-stack capable but with a preference for back-end.
- Vast experience working in remote/hybrid settings. Strong time management skills, reliable, and strives to deliver excellence whether working independently or as part of a team.

PERSONAL SUMMARY

- Avid motorsport fan, particularly of the British Touring Car Championship.
- Introduced to the world of programming through a love of video games. Experience with the Unity 3D game engine. Developed many small games and working towards a first full release on Steam.

References are available on request.