

David Williams

d@vidwilliams.com

Employment

May 2019 – Present: **Self-employed**
Flutterbot (betting application)

When I moved to Hong Kong in 2013, I developed an algorithm in my free time that analyses racehorses and automatically places bets. Over the years, I've gradually improved its performance to the point where it's able to provide a full income. It was then I decided to take the opportunity to focus on it full-time in order to explore its potential and work on similar projects I was previously unable to find time for. In particular I have been looking at optimisation of the system and experimenting with machine learning.

Stack: C# .NET, AngularJS, MongoDB, Linux

January 2014 – April 2019: **Messer Financial Software, Hong Kong and London**

Head of Software Development	2015 - 2019
Developer	2014 - 2015

Responsibilities:

- Product and architecture design and development across the full stack, including technical ownership of core parts of the system.
- Overseeing work of junior team members.
- Constantly improving workflow efficiency and reliability for the whole company.
- Assisting with key business decisions.
- Client support, including emergency out-of-hours support.

Joining Messer 6 months after its inception, I played an integral part in designing and building a constantly-evolving product. What began as a simple C#, SQL and JQuery stack underwent frequent modernisation overhauls to become a powerful and extensible application that made clever use of MongoDB, AngularJS and Python. While also being responsible for large parts of the back end, I was the principal architect of the highly-configurable front end which enabled us to be competitive against well-established rival products. Among my responsibilities was heading a small team of developers across London and Hong Kong.

Key technologies:

C# .NET
Python

MVC5
HTML

AngularJS
MongoDB

June 2010 – July 2013:

OpenBet Technologies, London

Senior Developer

Software Developer

December 2011 – July 2013

June 2010 – December 2011

Roles and responsibilities:

- Senior support analyst (last):
 - Handling UAT and QC defects and either fixing them or triaging them to correct development teams.
 - Live support assistance – using functional knowledge to investigate live incidents.
 - Managing issues, requests and releases for key customers, involving regular conference calls.
 - Working on process improvements and writing tools to increase efficiency.

- Front end developer (previous):
 - Designing, developing and fixing ActionScript for Flash games.
- Customer integration (previous):
 - Integrating with customer platforms for software upgrades.

In my time as senior developer on the delivery support team, I played a major part in establishing processes and optimising workflow efficiency. This involved identifying areas for improvement, carrying out changes and developing large-scale tools – mostly without supervision. My greatest achievement came in creating a vital web application that tracks issues and work, which revolutionised the process for handling defects, and is used by members across the entire division for status reports. Other tools include multiple Bash scripts that significantly reduced the time spent on regular tasks and increased overall quality by freeing resources.

Key technologies:

SQL (Informix & SQLite)

Python

Linux

Bash

ActionScript

Apache

Java

JavaScript

TCL

September 2008 – February 2010: L-3 Communications ASA, Fleet

Software Engineer

This role involved programming software to rigid coding standards on tight schedules, reviewing coworkers' code, assisting colleagues in design and thorough testing. Other tasks included working on new and existing libraries for use by the entire company.

Key technologies: C, Objective-C, Unix shell scripting

Education

2005 – 2008: University of Sussex

BSc (Hons) Computer Science 2.1

References are available on request