David **Allen**

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Education

University of Manchester   *Manchester, UK*
First Class Honours, MPhys in Physics (with year of study at UAM in Madrid)   *2008 – 2012*

Sir John Deane's College   *Northwich*
A Levels in Maths (A), Physics (A), Music (A), Music Technology (B)   *2006 – 2008*

Experience

Freelance
Composer and Sound Designer   *2017 – Present*
- Albedon Wars (videogame) - responsible for all music and sound in game. Developed a dynamic soundtrack system using FMOD, which has been through multiple iterations and improvements based on developer and player feedback. Regular communication and collaboration with dev team to integrate sounds correctly in game.
- Super Funky Disco Snake - a rhythm driven game of snake that I developed with Unity (with C# scripting). Can be played here: https://daveallenbpm.itch.io/super-funky-disco-snake

JustGiving   *London, UK*
Full Stack Developer - Tech includes: ASP.NET MVC, Web API, AWS, Microservices, React, Redux   *2014 – May 2017*
- Development of EventBrite extension. Made decision to use React & Redux for our front end, which worked well for our use case. Worked independently to complete the project. Extension is now a big selling point when compared to rival platforms.
- Campaign product development - included: integration with our new donation process, a rewrite of the campaign page creation process (page performance improved as a result), and optimisation of campaign search indexing (down from 15 minutes to under 3 minutes).
- Consumer facing API team - migrating endpoints from accessing legacy database to using microservice APIs, adding new endpoints and optimising existing endpoints.
- Charity direct debits team: one of the first usages of microservices in JustGiving. Our solution was resilient, making use of SQS to ensure no data was lost. Successfully automated direct debits, saving time for finance and customer support teams.

Tessella   *Stevenage, UK*
Software Engineer   *2012 – 2014*
- Developer for a multi-tier web portal for a Pharmaceuticals company. Using ASP.NET MVC, SQL server, Selenium. Responsible for the development of a number of key features, including the reporting system, and redesigning key user processes. Designed and developed our automated testing solution which cut down our system testing time from two weeks per iteration to a number of hours.
- Developer for a Lab Information Management System for a biological research foundation. Using Javascript, JQuery, Underscore and other JS libraries. Delivered key features under the pressure of tight deadlines. Strong advocation of automated testing resulted in us catching bugs before pushing to production systems.

Skills

Programming Languages: C#, F#, Javascript, Python, HTML, CSS, SQL
Frameworks: ASP.NET MVC, Web API, .NET Core, Node JS, React JS, Unity (game engine)
Languages: Spanish (fluent), English (native)

Interests and Activities

- Participating in game jams, both in teams, and as a solo developer.
- Passion for music - I enjoy performing, writing and recording. I have attained a DipABRSM certificate in piano performance and grade 8 for guitar.
- Furthering my knowledge by taking online courses, doing small side projects and attending meetup groups.