

Kevin Norman

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Education:

Swansea University (graduated July 2017)

MEng Software Engineering - First Class Honours (End of Course Average: 78%)

Dissertation title: *What if the world wasn't round?*

I developed software for the Oculus Rift DK2, where users explored the surfaces of non spheroidal shapes in 3-space. It was written in C#, using LibOVR and Unity Engine.

Professional Experience

Software Engineer at Pusher: July 2017 - Present

- Joined Pusher as a Graduate Engineer, was then promoted to Software Engineer, Maintaining, and scaling our main product, Channels - a large distributed system.
- Worked in a self directed environment delivering several new exciting client and server side features as well as participating in proactive maintenance/scaling work. Dealt with on-call emergencies for the product expediently.
- Worked on a wide range of systems, ranging from Ruby on Rails applications to Go microservices. Maintained client SDKs in Java, Go, and PHP. I became particularly interested in statistics/monitoring software in Go, making use of Kafka, StatsD etc.
- Owned and directed numerous SDKs and projects throughout the company.

Service Advisor at Swansea University: January - June 2017

- Helped students and lecturers use their equipment effectively by assisting them in accessing Swansea University IT services.
- Managed the diagnosis and reporting of incidents across IT services. Helped maintain the universities fleet of computers.

Student Demonstrator at Swansea University: Sept 2016 - June 2017

- Helped deliver lab sessions by demonstrating and answering students questions during tutorial sessions. Provided practical training to students in their first year.
- Assessed and marked students coursework as well as providing direct guidance.

Software Engineering Intern at Inspiration Tech, China: June - August 2015

- Joined a startup in China developing Android applications targeted at the west.
- Tested their applications and fielded bugs to developers on the team
- Worked with tools such as NodeJS, Grunt, Modern Javascript, etc.
- Participated in cultural exchange to learn about Chinese culture.

Personal projects

Studio 9 Wall Art Limited - *Freelance Web Developer (<http://studio9wallart.co.uk/>)*

- Worked with a friend in university to design and develop a completely custom Golang e-commerce application for Studio 9.
- Built a successful e-commerce site that processed tens of thousands of pounds.
- Personally handled LAMP administration/deployment/administration duties.

LipoCoolSlim - *Freelance Web Developer (Closed for business)*

- Designed and built a site using CouchCMS for this company. Built an appointment booking system, that allowed customers to book appointments online.

SmartGlove - *Developed hardware and software as part of a team*

- Built the working MVP of a glove that allowed input to a Smartphone by use of gestures and finger taps. The finished product was wireless and rechargeable.
- Made use of Arduino, accelerometer, Bluetooth module, etc, and developed an Android application to manage input from the device.
- https://www.youtube.com/watch?v=WF_0SLrzLds

Hobbies and interests

- Electronics engineering/hardware hacking/reverse engineering.
- Raspberry Pi! It's fun to administrate and manage a little server I can touch. Also fun is asking my ISP for a static IP so I can put my router behind Cloudflare.
- InfoSec - I'd love to go to Defcon or CCC.de one day!
- Quantified self/Self monitoring (Programatically analysing my chats, for example!)
- Bicycling - recently took this up and fell in love!
- Fencing - Just started training on the Foil.

Other notes

- Github: <https://github.com/kn100>
- LinkedIn: <https://linkedin.com/in/kevin-norman/>
- Living version of this CV (hosted on aforementioned Pi!): <https://cv.kn100.me/>