

Lee Phillip Gent, MSci

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Programming

Languages	C++, C, Java, C#, PHP, XML, HTML & CSS, Python, Ruby, Obj-C, SQL, ECMAScript
Toolkits & APIs	Qt 4, STL & TR1, OpenGL/GLSL, gSOAP, Boost, Win32, POSIX, .NET, Android, SQLite
Technologies	OOP, SOAP & Web Services, BSD Sockets
Environments & Tools	Visual Studio 200x, Eclipse, GCC, XCode, Subversion, Git
Operating Systems	Linux, Windows (all versions & Server 2003), OS X, Solaris 10

Objective

Engineering or IT Administration position where knowledge of object-oriented programming, server and network management, excellent problem-solving skills, a passion for technology and a deep love of electronic entertainment can be used to help create high-quality software products.

Employment

Lead Software Architect

Chippenham, UK

Aria Networks, Ltd

2009 – current

Led a team in the design and development of the second major version of the flagship, portable network planning software with a full plugin/component-based architecture. Built with C++ & Qt 4.

Supported teams performing sustained development of all company products at every level (requirements, architecture, design & development).

Supported company executive and sales teams in costing and effort estimations for new projects.

Developed critical features in a large, bespoke development project using ECMAScript. Wrote SOAP client in C with gSOAP.

Ported performance-critical portions of ECMAScript code to C++.

Designed and developed software licensing engine to be deployed in all future products.

Designed and developed a user-friendly distributed artificial-intelligence data analysis, trend and prediction application.

IT & Network Manager

Chippenham, UK

Aria Networks, Applied InSilico & DNNI Ltd

2003 – current

Built and maintained physical and logical business infrastructure.

Responsible for wired & wireless Ethernet LAN, Windows Server 2003 AD PDC & Exchange Server 2003, MS IIS & RAS/VPN access.

Responsible for GNU/Linux servers running Apache & Lighttpd, Samba & OpenSSH, Mediawiki, Trac, Subversion and Git servers.

Responsible for physical and logical workstation maintenance, network security, company software policy & strategy, procurement.

Lead Software Engineer

Chippenham, UK

Aria Networks, Ltd

2006 – 2009

Designed, developed, maintained, deployed and supported a platform-portable GMPLS network planning and routing product based on genetic algorithms with desktop GUI written using Qt 4. Used XML for data persistence.

Supported a small team with sustained development and forking of the product into customised bespoke products.

Led a small team in the development of a bespoke, platform-portable network management and planning tool for a large network vendor.

Worked in a team to develop a bespoke real-time VxWorks GMPLS network routing engine in the C language for inclusion in an high-grade optical switch. Required understanding and interface with customer software API.

Lead Software Engineer

Chippenham, UK

Applied InSilico, Ltd

2005 – 2006

Tailored flagship artificial intelligence product for Life Sciences market.

Provided support for large customer deployment of the platform.
Added SOAP interface to platform and developed GUI client using new interface.
Designed next generation of product as fully extendible object-oriented/plugin-based system.
Developed software download bootstrap/auto-update mechanism to aid deployment and maintenance of product.

Lead Software Engineer

DNNI, Ltd

Chippenham, UK

2003 – 2005

Designed, developed, deployed and supported a distributed, high-performance, platform-portable artificial intelligence problem solving platform.

Platform included server-side (headless) component (C++), headless remote clients (C) and remote administration GUI (C#).

Utilised generic and bespoke, patented neural-network algorithms coupled with genetic algorithms.

Created and utilised a custom, bespoke TCP-based protocol to link components of the platform.

Developed a suite of support & aftermarket tools to accompany the platform.

Computer Science Lab Demonstrator

Keele University

Staffordshire, UK

2001 – 2003

Administered, monitored, provided assistance to and taught first year computer science students during their laboratory practical (Java programming) sessions.

Similarly for second year students; involved heavily with Java, OOP, PHP, XHTML, CSS & JavaScript.

One-on-one mentoring as well as group teaching.

Software Engineer

Words WorldWide, Ltd.

Ponteland, UK

2001 – 2002

Designed, developed and maintained a variety of small software solutions and projects for internal use, utilising MFC 7 as well as distributed project management.

Maintained and sustained development of several business-critical applications, as well as designing and developing new tools to interface with third-party applications. Involved COM, Automation and NT Security.

Education

Astrophysics & Computer Science

Keele University

MSci. (Hons) – Second Class First Division

1999 – 2003

Project work included building a distributed agent system & review of security systems.

Founder, Treasurer & Server Administrator of Student Computer Society.

Awarded Science Demonstrator Award for lab teaching activities.

Member of Staff-Student Liaison Committee, Halls of Residence Council.

Recognised as Microsoft Most Valuable Student for UK pilot programme.

Referees

Available on request.