Bryn Hanby-Roberts

Curriculum Vitæ

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Education

2013–2017,	BSc Computer Science, The University of Manchester, Manchester, First Class.
with 2016 in	• First and second year units included: OOP in Java, System Architecture , Algorithms , Com-
industry	putation, Databases, Operating Systems and Software Engineering.
	 Led my team in our first year web project, utilising Git for version control. Final year units included: Agile, UX, Compilers and Graphics.
	 Final year units included: Agile, UX, Compilers and Graphics. Final year project: iOS app to assist learning sign languages by demonstrating hand models of
	different letters. Also utilised iPad camera to detect letters being shown by the user.
2011–2013	A Levels, Oldham Sixth Form College, Oldham, Attained 3 A Levels and 1 AS level.
	Computing: A , Mathematics: B , Business Studies: B , Physics (AS): C
	Achievement of interest: Achieved the Computing Progress Prize for attaining the maximum mark
	in my final year coursework.
2006–2011	GCSEs, Saddleworth School, Uppermill, 8 GCSEs and 2 BTECs attained, relevant listed.
	English Literature: A, ICT: A, Additional Science: A, Mathematics: B, English Language: B
	Achievement of interest: All GCSEs were B grade or above.
	Experience
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_ 2021–	Quantitative Developer, Coremont, Brevan Howard, Baker St, London.
Present	• Currently working on Clarion, a portfolio management system for hedge funds and investment
	 managers, written in C#. I sit on the API team that formats and passes information between the customer-facing web front
	end and the "grid" backend of pure financial data.
2020–2021	Software Engineer II, Microsoft, Paddington, London.
	• Worked on Cortana first party skill development in C#, and UWP app development.
	- Over 2 years, designed and implemented the new Cortana in Windows experience, delivering a
	more productivity-focused assistant, and detaching it from the operating system shell to make
	the product easier to update and iterate on.
	 Designed and implemented core system components (e.g. suggestions system, eligibility service, A/B testing service), utilising strong software architecture skills.
	 Additionally, developed remote bot skills to add functionality to the AI assistant, such as the
	"Open app" skill, and "Join my meeting" skill.
	- Supported skills in a 24x7 on-call livesite rotation, being the directly responsible individual for
	studio and partner-owned skill services.
	• Assisted in Cortana and Visual Studio platform development in "development and learning" time to help the wider company and develop something interesting to me.
	 Active in Microsoft's LGBT+ employee resource group, attending worldwide conferences to
	promote team D&I initiatives.
2018-2020	Software Engineer, Microsoft, Paddington, London.
	\circ Worked with the Edit 3D team on Paint 3D, implementing file serialisation and engine rendering
	functionality in $C++/CX$.
	• Architected a Paint 3D file format by serialising the 3D scene into an OPC-based file.
	 Wrote a new session parser in C# to provide more robust persistence functionality. Created Unity prototypes to demonstrate snapping and alignment features.
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Winter 2017	Software Engineer , <i>Fatsoma</i> , Manchester.
	• Briefly worked in a distributed agile team across the full stack on a ticketing platform. My main project was migrating the service from PHP to Golang.
	 Tools used include: Git. Postman. Dep. CircleCl and Terraform.

 Agile techniques employed: Kanban boards, daily standups, remote working (>50%), retrospectives, TDD.

2015–2016 Corporate Operations Engineer Intern, Google UK, Victoria, London.

- Provided IT support for Googlers. Also in charge of improving processes and overseeing changes to remote sites, at points being directly responsible for an entire office's internet connectivity.
- My technical project was the Corp Notifications front end, which deployed notifications to a user or machine via popup, email, etc.
 - As the project was **self-taught**, I worked independently to develop the solution.
 - Front end utilised Google App Engine, Material Design and AngularJS to make the web app versatile, modern and coherent with Google's design spec.
- Nominated for 7 peer bonus awards and 1 spot (manager) bonus for exemplary performance.

Summer ISR Intern, Apple, FileMaker, Stockley Park, London.

Worked in a small team to help promote and sell Filemaker SaaS solutions in the UK and EMEA.
 This role taught me a lot about how to communicate well with others.

Volunteering

2021– Volunteer Vaccinator, St John Ambulance.

- Present Fully trained vaccinator in mass vaccination centres, working with healthcare professionals and other volunteers to protect citizens from COVID-19 and end the pandemic.
 - $\circ~$ This role requires stellar interpersonal skills, calmness, willingness to learn and adapt.

2008-2014 **Duke of Edinburgh's Award**, Bronze, Silver and Gold.

The award encouraged me to be more active in the community and learn a variety of skills and sports. Activities included:

- $\circ~$ Helping 8-10 year olds at the local cubs brigade.
- $\circ\;$ Volunteering in the village library.
- $\circ~$ Training for and completing the Manchester 10 kilometre run in an hour.

Interests

- Investing During the pandemic, I spent time studying financial investment.
 - Prior to my current role, I managed my own portfolio of stocks, CFDs and options.
- Programming Developing a dashboard to help organise and assist me with my investment hobby.
 - Participate in local and company-wide **hackathons** in my spare time, and organised The Great Uni Hack at university.
 - Set up a personal web server, email server and name server.
 - Self-taught Swift for hobby use and my final year project.
- Off the PC I enjoy photography as a hobby. Additionally, I keep up with the latest technology news and current affairs via sources such as BBC, Ars Technica and Gizmodo, and financials via Bloomberg, Reuters, and Seeking Alpha.

Additional

- Certified Microsoft Azure DevOps Engineer Expert 2021.
- Certified Microsoft Technical Associate 2018/Azure Developer Associate 2019.
- Finalist for Target Jobs Undergraduate of the Year award in Computer Science, IT and Physics 2017.
- University of Manchester School of Computer Science Head of School Prize.
- Manchester Leadership Award for volunteering and leadership.
- Driving licence: Full, clean.

References available on request