Luke Else

Software Engineer

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Crawley, Sussex

https://luke-else.co.uk

GitHub / https://git.luke-else.co.uk

Education

A-Levels

Norton Knatchbull School

📰 September 2020—July 2022

Ashford, Kent

Physics (A)

Maths (A)

Computer Science (A*)

GCSEs

Norton Knatchbull School

September 2015—August 2020

Ashford, Kent

Computer Science (9)

Maths (8)

Physics (9)

Biology (9)

Chemistry (9)

Geography (9)

Spanish (7)

English (7, 7)

Skills

C / C++

Rust

GoLang

Cloud (Hetzner, AWS)

Linux

HTML/CSS/JS

NGINX

Docker / Containerisation

Database (MySQL, MongoDB)

Git

Agile / Scrum

Personal Overview

As a dedicated software engineer, I am excited to transition my skills into the domain of Rust and contribute to cutting-edge projects. While I may not have extensive industry experience specifically in Rust, my strong foundation in software development principles, combined with my eagerness to learn and adapt, makes me a valuable candidate.

Work Experience

Software Engineering Apprentice Thales

September 2022—Current



- Worked in an 8 strong scrum team using agile methodologies to provide continuous fortnightly releases.
- Utilised internal and external frameworks to develop tools and fix bugs in existing software.
- Engaged in technical discussions regarding the bespoke systems at hand.
- Enjoyed working consistently in an office environment, whilst rapidly expanding my skillset by using new tools and build systems to deploy releases to internal testing teams.
- Operated using TDD on new functionality to ensure integrity and reusability of code.

Trading Assistant

Sainsbury's

February 2022—August 2022



- Work on putting out stock constantly throughout a shift ensuring all promotional items correctly positioned
- Worked with other colleagues to ensure all aisles are well presented and presence of stock can be seen.
- Gave clear instructions to customers to aid them in locating products which may have been harder to find

Projects

Electronic Flight Bag

iii July 2021—July 2022

- Fully documented web application developed for flight simulator users.
- Designed with a bootstrap front end and ASP.Net Backend for server side code execution
- Utilises Public APIs, and Data Structures to deliver a more streamlined service
- Uses Technologies such as Docker, MongoDB, MySQL and Cloud Services to host, run and maintain the application