

Sam Sully

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I am a software engineer with wide ranging technical skills who enjoys working in fast-paced environments on innovative engineering problems.

Employment

Backend Engineer, *Bud Financial Limited*, London. **Dec 2021–**

- Developing backend microservices in Golang.
- Identified process issues early on and have taken lead on driving toil reduction and engineering optimisation to streamline development.

Software Engineer, *Lake Parime Limited*, London. **Sept 2020–Dec 2021**

- Developing infrastructure to manage remote data centres, in pure Golang.
- Gained in-depth experience with microservice architectures and gRPC.
- Utilised DevOps culture – i.e. CI/CD, rapid iteration, fail-fast.
- Taken on team leadership role within software development department.
- Worked to create structure in startup environment such as standardising software development pipeline and new starter induction.

Education

BA (Hons) Computer Science, *University of Cambridge*. **2017–2020**

Class: 1st. Including modules on networking, distributed systems, communications and digital signal processing, and a final year project creating a peer-to-peer online world.

School, *Monmouth School*. **2013–2017**

- **A-Levels:** 4 A*s in Mathematics, Further Mathematics, Physics and Computer Science.
- **GCSEs:** 9 A*s and 1 A including Mathematics, English and Sciences.

Technical Skills

Programming: Golang, Java, Python, SML, C/C++, C#, Lua, JavaScript, SQL, Prolog, VB.NET.

Other technologies: Linux, Git, CI/CD, Microservices, gRPC, Prometheus, Grafana, Electronics, Contailers, GCP, AWS.

Projects & Hobbies

Self Hosting, *Golang, Open Source, Linux*. **2021–**

I self host lots of open source software including a Golang CI/CD pipeline.

Voxel Populi, *Python, C#*. **2020**

A peer-to-peer distributed online world built using a distributed hash table.

Game Dev Tools, *Lua, Python*. **2020**

Implemented tools to optimise my hobby game development. These include an animation tool, procedural tree generator and a web editor with custom CI system for game assets.

Perilous, *Lua*. **2019–2021**

Hobby game development using Love2D in Lua, a multiplayer survival game designed for a large number of players in the same world.

Icarus, *Java, Electronics*. **2017**

Extended software for high altitude ballooning allowing remote control of airborne Raspberry Pi, including full, SSH-like command line access.

Minecraft MMORPG Overhaul, *Java*. **2015**

A significant overhaul to the video game Minecraft giving players MMORPG style skills and abilities.

Volunteering

Cambridge Assassins' Guild Umpire (Michaelmas 2019): Organised a term-long game of 'assassins', this involved managing publicity, organising socials, dealing with disputes and coordinating hundreds of players.

Robinson College Entertainments (ENTs) Officer (2019): Organised weekly 'bops' in college, this involved organising fire stewards and DJs as well as working behind a bar.

References

Mr Conrad Wood, Head of Engineering during my time at Lake Parime.

Contact: cnw@singingcat.net

Prof Alan Mycroft, Director of Studies during my time at Cambridge University.

Contact: alan.mycroft@cl.cam.ac.uk