

EMPLOYMENT

Bloomberg L.P., New York City, United States of America.

May 2024 – present

Engineering Manager, Terminal Foundation & Desktop

- Technical and people leader of seven teams
- Responsible for both Bloomberg Terminal application runtimes & the Bloomberg Terminal Application
- Strategic vision & development of the product roadmap
- Mentoring Team Leaders

Bloomberg L.P., New York City, United States of America.

Oct 2022 – May 2024

Engineering Manager, App Engines

- Technical and people leader of three teams
- Responsible for both Bloomberg Terminal application runtimes – high-level technical direction, liaising with users/customers and aiding in successful question
- Evolution and modernization of the Bloomberg Terminal stack

Bloomberg L.P., New York City, United States of America.

July 2017 – Oct 2022

Team Leader, R+ Runtime

- Technical and people leadership
- Responsible for Bloomberg's Client-Side Application Runtime – technical architecture and project execution
- Contributed to hiring decisions for senior engineers within the Application Frameworks group
- Oversaw the career progression of individuals into Team Leader roles

Bloomberg L.P., New York City, United States of America.

May 2012 – July 2017

Senior Software Engineer, Application Frameworks

- Design and development of the next-generation runtime for Bloomberg Terminal applications
- Development of frameworks and toolkits for Bloomberg Terminal applications
- Maintenance of the Bloomberg Terminal client-side scripting environment

Bloomberg L.P., London, United Kingdom.

February 2009 – May 2012

Software Engineer, Financial Applications

- Design, development and complete ownership of financial applications: real-time alerting, and trade idea messaging
- Firm-wide consultation on design of financial applications
- Hiring and mentoring of junior developers

EDUCATION

University of Oxford, The Queen's College.

October 2004 – June 2008

Master of Physics, 2:1 Honours

Classes: Quantum Field Theory, Particle Physics, General Relativity, Quantum Mechanics

SKILLS

Programming Languages:

- C++ (15 years): C++17, object lifetime, subtype polymorphism, templates/parametric polymorphism, exceptions, lambdas, allocators, STL
- Javascript (15 years): modern JavaScript in imperative and functional styles; embedding V8 and Node.js
- Python (16 years): many major language features, working knowledge of standard library

System design: high performance and fault tolerant distributed systems through profiling, multi-threading, multi-process solutions when appropriate; desktop application framework design

Unix: common system calls (file manipulation, process management, memory management, IPC), shells (bash, ksh), tools (vim, grep, sed).

Windows: win32 (hwnd, message pump, dlls), COM subset (ref counting, query interface), Visual Studio C++

Development practices: source control (git, svn), unit testing, component-driven development

Data storage: working knowledge of SQL database technologies, and basic knowledge of document-oriented storage systems