

Zach Toogood

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Open Source Contributions: github.com/zach2good

Career History

Native Software Developer - Yousician, Helsinki

March 2018 - Present

Audio engine and build system development, working as part of the Core Services team.

- Developing a simulated audio device to aid other developers in testing and ensure the stability of the audio engine.
- Refactoring the native codebase to use only a single build system (CMake), instead of a collection of different systems. These changes allowed our developers to choose their own IDE's and fully customize their development process, instead of being tied to Xcode.
- Refactoring the native codebase to build without warnings. Auditing final binaries and removing any nonessential symbols to optimize for size. Ensuring all build targets are able to build, run and be debugged on all platforms.
- Participating in native code reviews for the core application and r&d teams. Championing best practice across the entire company.

Technologies used:

- C++ / C# / Git / GitHub / CMake / CLion
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Software Developer (QA/Tools), Morningstar, London

March 2017 - February 2018

Working as part of the Real-Time Data branch of Morningstar; collecting real-time data from more than 260 sources around the world, covering a wide range of equity exchanges and indexes, as well as foreign exchange and Treasury markets. Reporting directly to the head of development and QA team lead.

- Uplifting existing internal tools to allow their automation and writing new tools to allow Developers and QAs to work more effectively.
- Establishing and taking ownership of the internal build train; including pull request logic, automated testing, quality gates, code review and continuous integration. Writing comprehensive build and test scripts to guarantee all builds are reproducible on all machines.
- Coaching Developers through all aspects of the project upgrade cycle, giving them the skills they need to upgrade further projects autonomously. Providing example code snippets, dummy projects and demonstrating new language features (C++11 & 14).
- Assisting QA and Development team leaders interview new team members and interns.

Technologies used:

- C++ / C# / Python / SVN / Git / BitBucket / Jenkins / NuGet / Gradle / SonarQube

Software Developer - Pebble Beach Systems, Surrey**March 2016 - March 2017**

Development of market leading broadcast automation software within a small agile development team, employing kanban for increased reactivity.

- Day to day work of analysing, estimating and completing bug fixes and feature requests. Working with project owners and QAs to ensure the work is suitable to go into upcoming releases.
- Acting as the contact point between the automated testing team and development teams. Analyzing and highlighting any changes in the C++ source code that may have caused test failures and speaking to the relevant developers in order to resolve these issues.
- Member of the performance and reliability tribe. Working with the rest of the tribe to create best practices and guidelines for use by the rest of the development team. Handling, estimating and performing code reviews for performance and reliability related tickets.

Technologies used:

- C++ / Qt / SQL / Git / JIRA / Stash / Bamboo
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Graduate Developer - Concentra Analytics, London**January 2015 - February 2016**

Front and back-end development of ASP.NET MVC websites within a small agile development team, employing scrum for increased predictability.

Technologies used:

- C# / .NET 4.5 / ASP.NET MVC 5 / Git / TeamCity / TFS
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Junior Developer - DST Output, London**July 2014 - December 2014**

Working in a medium sized team to create custom print output for clients based on briefs and mock-ups.

Technologies used:

- C#
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Open Source Contributions**Darkstar Project - Final Fantasy XI Server Emulator****April 2019 - Present**

C++ server-side logic, Lua gameplay scripting, SQL database setup scripts

Education**2011-2014 University of Kent**

BEng (Hons) Computer Systems Engineering (IET accredited)

References available upon request