

# Elliot Lunness

Software Developer  
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GitHub: <https://github.com/lazercube>  
Portfolio: <https://www.lazercube.com>

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As an experienced software developer, I bring a wealth of programming expertise and over three years of professional experience to the table. Learnt over decade of creating software products, my diverse skill set spans across various programming languages and technologies. I am committed to delivering high-quality software solutions that meet the needs of clients and exceed their expectations. I am currently seeking a new opportunity to apply my expertise, drive value for my employer, and further my career growth.

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## Core Skills

### Programming languages

C#  
Golang  
Python  
JavaScript / Typescript

### Additional Skills and Proficiencies

Microsoft Azure / CI / CD  
MySQL / PostgreSQL / MS SQL  
Scrum / Kanban / Agile  
Unit / Integration / Performance testing  
Docker / Kubernetes / Terraform / Helm  
HTML / CSS / SCSS

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## Experience

### .NET Developer - Animal Friends - Pet Insurance (Jan 2020 – Current)

- Maintained and updated several critical .NET framework legacy applications, which run the majority of the business operations. This involved bug fixing, new business functions, as well as performing necessary changes to ensure optimal performance and a reduction in downtime.
  - Collaborated with major insurance aggregators such as “Go Compare” and “Compare The Market” to ensure seamless integration of our products onto their platforms. This involved troubleshooting issues and providing timely solutions to maintain our competitiveness and keep a critical sales funnel active.
  - Played a pivotal role in the design and creation of a new REST API and Angular SPA to migrate the old customer quote journey from an MVC application, resulting in a significant increase in sales conversions and enhanced customer retention rates.
  - Collaborated with product owners and testers to swiftly identify and resolve production issues, ensuring minimal impact on business operations.
  - Worked alongside with product owners and business analysts, providing insights into technical limitations, time estimates, and business requirements while adhering to agile practices. This ensured efficient project delivery with seamless alignment between technical solutions and business needs.
  - Designed and developed multiple new microservices, breaking up large, complex, monolithic applications into smaller and more manageable components, resulting in enhanced system flexibility and scalability.
  - Implemented Helm, Docker, and Terraform changes to enable faster deployment of new microservices in Azure in close collaboration with the DevOps team.
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## Open-Source

### RocketBlend - Management tools for Blender

- Developed a suite of open-source tools to facilitate package and version management for Blender, a popular 3D graphics software. Written primarily in Golang, these tools helped enhance the user experience and streamline workflows for artists and designers.
  - Produced comprehensive user-friendly documentation and guides, resulting in increased community adoption and engagement, further contributing towards the growth and success of the project.
  - Gathered community feedback to add new features and improvements in an agile and responsive manner.
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## Education and Qualifications

### Swansea University (2016 - 2019)

BSC Computer Science – Indefinitely Postponed Year 3

### Eastleigh College (2014 - 2016)

Extended Diploma IT: Distinction, Distinction, Distinction

### Barton Peveril College (2013 - 2014)

AS Level: Computer Science (C), Graphics (B)

### Thornden School (2008 - 2013)

9 GCSEs including Maths, English, triple Science, and an OCR certificate in digital applications.

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## References

Please do not hesitate to contact me if you require further references.