




# DAVE CHAMBERS

SOFTWARE ENGINEER

## PROFILE

Experienced with mobile app creation, deployment to Google Play/ App Store, and the creation and integration of back end services. 8 years of professional development experience. Fluent in Swift, Objective C, Kotlin, JavaScript, C++, Python, SQL, UNIX, SSH and Git. Believes in very high test coverage and clean code. Really enjoys teaching and learning through peer programming. Team player. Continuous learner.

 [stackoverflow.com/users/1390035/dave-chambers](https://stackoverflow.com/users/1390035/dave-chambers)

 [github.com/DaveChambers](https://github.com/DaveChambers)

## CONTACT

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 [linkedin.com/in/dave-chambers-077b8120/](https://www.linkedin.com/in/dave-chambers-077b8120/)

## EDUCATION

- University of Tartu:  
Master in Software Engineering, 2011
- University of Cambridge:  
PGCE in Mathematics Education, 2007

## CERTIFICATIONS

- University of Michigan:  
Applied Machine Learning in Python, 2019
- Stanford University:  
Machine Learning, 2017

## WORK EXPERIENCE

### MYJAR, Software Engineer II

DEC 2017 - MAR 2020

- Building distributed systems with microservices using Node.js and GraphQL.
- Coding user stories and maintaining services throughout their lifecycle including Production deployment and monitoring.
- Coding automated tests on unit, integration and system level.
- Sharing technical knowledge and experience with team members.

### FieldForce Mobile Solutions, Software Engineer

APR 2012 - MAY 2017

- Developed Sales Force Automation software for iOS using Objective C.
- Integrated back-end services and third-party libraries.
- Worked with SQLite, Angular JS and Web technologies.
- Practiced Agile development.
- Managed the company Github, Apple Developer Portal and iTunes Connect accounts.

## PERSONAL PROJECTS

**SuperCrack!** - A challenging and fun game of deduction. [Swift for iOS, Kotlin for Android, Back-end in Node.js and Front-end in Vue.js]

**Zeus** - Polyphonic synthesiser. [C++]