
Steve Edson

Developer • Dinnington

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Currently a developer at G Media (<http://gmedia.co.uk>), a creative technology company in Sheffield, making products for the broadcast radio industry. Responsibilities include developing Android mobile apps, backend PHP development, and server administration. I also enjoy working on side projects, including Shippy (<https://play.google.com/store/apps/details?id=uk.co.stevedson.shippy>), an Android app to manage Codeship builds on the go, and writing articles (<https://stevedson.co.uk/posts/>) about related topics.

Career

G Media • Developer

Sheffield

June 2012 — Present

G Media is a creative technology company, that specialises in making products for the broadcast radio industry.

Experience and responsibilities include:

- Learnt Android development from scratch and created new apps for the company, including:
 - Juice FM (<https://play.google.com/store/apps/details?id=com.utvmedia.juiceliverpool>)
 - Jazz FM (<https://play.google.com/store/apps/details?id=com.thisisaim.jazzfm>)
 - Jack FM (<https://play.google.com/store/apps/details?id=com.gmedia.jackfmberkshire>)
- Implemented push servers using Node.js to power the RadioFeed (<http://www.gmedia.co.uk/products/radiofeed/>) product.
- Improved the company's workflow and productivity by introducing and implementing GIT version control systems with continuous deployment.
- Helped migrate the company's technical infrastructure to AWS, saving money, and vastly improving performance and stability.
- Built an autoscaling solution, including creating and provisioning new linux servers, improving the reliability of the company when it was needed most.
- Helped build the third generation of Radioplayer (<http://www.radioplayer.co.uk/>), used by Stations across the UK and backed by the BBC, Global Radio, Bauer Media, and RadioCentre.
- Upgraded and added numerous features to the core bespoke Airwave CMS.
- Created a REST API to access the upgraded music databases that power the on air play out data across more than 120 stations.
- Maintained and upgraded Linux servers to help keep software up to date and secure.
- Designed and engineered a new Database and Caching framework to improve the performance and reliability of systems.

In addition to day to day tasks:

Education

Newcastle University — 2009 - 2012

2.1 Information Systems with Business Studies - BSc

Relevant Modules

- World Wide Web and its *Client Side* Technologies
- World Wide Web and its *Server Side* Technologies
- Database Systems
- Interaction Design
- Website Design and Management
- Graphical User Interfaces

Wales High School, Kiveton Park — 2007 - 2009

A Levels:

- ICT (A)
- Business Studies (A)
- Physics (C)

AS Levels

- Maths (D)

The Orchard School, Retford — 2002 - 2007

11 GCSEs including 2 A*s, 8 As and 1 B

- Design, code, implement, document, test and debugging applications.
 - Communicate with clients and partners, in a prompt, professional and concise manner.
 - Assisting with day to day maintenance and running of products and services.
 - Responding to technical support queries from clients, and offering appropriate solutions.
 - Maintaining a high and consistent standard of work.
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Published Side Projects

- Shippy for Android (<https://play.google.com/store/apps/details?id=uk.co.stevedson.shippy>) - 2015
 - Shippy is an Android app to manage Codeship (<http://codeship.com>) (a continuous integration service) projects and builds on the go.
 - Various articles (<https://stevedson.co.uk/posts>) on my personal site
 - I enjoy reading and learning about new technologies and workflows that can improve my personal and professional work. After implementing these new technologies, I often aim to consolidate what I have learnt into a blog post, for the benefit of others. Recent articles have included:
 - Automating optimisations with Gulp
 - Creating development environments with Vagrant and Ansible
 - Android - Using native features, through Javascript
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Skills

Back-end

- PHP
- Composer
- OOP
- PHPUnit
- NodeJS

Front-end

- HTML
- CSS
- SCSS
- JavaScript
- jQuery
- AJAX

Servers

- Server Administration
 - Provisioning via PHP scripts, basic knowledge of tools such as Ansible.
- Linux
 - Fixing vulnerabilities such as Heartbleed.

Mobile Apps

- Android
 - Using gradle configuration to build 100s of APK variants from a single source.

Amazon Web Services

Experience using:

- EC2
- S3
- SQS
- SNS
- RDS
- CloudWatch
- ElastiCache
- Cloudsearch

Others

- Gulp
- Continuous Integration + Deployment
- GIT
- Vagrant
- JSPM + ES6
- Photoshop