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Full-stack developer and team leader with 6+ years experience delivering complex greenfield solutions and integrations with existing systems, from niche simulation tools to established enterprise platforms, under tight time and resource constraints. Forever a self-starter and always eager to build knowledge and skills, working individually, as part of a team or leading one.

Technical Skills

Languages

- C#/.NET
- JavaScript & TypeScript
- C++ (desktop and embedded)
- Java/Apex
- GLSL/HLSL

Tools

- Visual Studio/Code
- Git
- GitHub Copilot
- SVN
- Postman/Insomnia
- Unity

Experience With

- Relational and NoSQL Databases
- Microsoft Azure DevOps
- Docker
- Salesforce
- Jira/ClickUp

Experience

2023 - Present: Tech Lead @ Lit Fibre

// Reading, Berkshire, UK

Promoted at the start of 2023, my role expanded to oversee code development within the company. This entails ensuring code quality and robust architecture across the business, working with stakeholders to understand and scope requirements while ensuring expectations and deadlines are met. I lead a team of other developers, with a mix of backgrounds, experience, and interpersonal styles.

In 2024 the company was bought by City Fibre, and so I oversaw the integration of Lit Fibre's entire commercial platform with City Fibre's APIs, plus new-to-us logistics systems and a brand new network architecture. At the same time, I delivered a complete One Touch Switch cloud-based solution in the summer of that year.

After Lit was re-acquired by the original founders, 2025 saw the departure of our then-CTO and our Head of Software stepping back to a consultant role. This has led to me managing the day-to-day and technical direction of our software team and commercial systems.

2021 - 2023: Software Engineer @ Lit Fibre

// Reading, Berkshire, UK

After spawning as a startup in January 2021, I was hired by Lit Fibre in July of the same year to help build the business' commercial and operational tools and systems. These range from RESTful APIs in .NET that integrate with numerous vendor APIs and NoSQL DBs, to client applications in TypeScript with React (Gatsby & Next), to integrations with Salesforce in Apex and LWC, all composed with modern cloud-based architectures.

2019 – 2021: Software Engineer @ Drilling Systems

// Bournemouth, Dorset, UK

Responsible for developing and maintaining advanced oil rig & drilling simulations, internal and client-facing tools, and 3D visualisations in Unity. Promoted to Software Engineer from Junior after 6 months, the role involved daily use of C# (Unity and .NET) in multiple domains (graphics, simulation, UI, networking, content creation & management). Frequent use of source control (SVN, Plastic, Git & Mercurial) and issue tracking (Mantis, Jira). Also involved working across multiple internal teams and liaising with clients.

2007 – 2014: Podere Patrignone

Growing up I worked at my family's hotel and olive farm in Italy.

Qualifications

Seymour Duncan Leadership Programme

// 2023, Reading, Berkshire, UK

Run as a course aimed at those transitioning into management roles at Lit Fibre, the “Aspiring Leaders” programme focused on personality traits, interpersonal styles, management techniques, and effective communication. I personally found the module on identifying and working with others' work and communication styles to be enlightening, and often think back to it when considering the human factors in a project.

BSc Games Programming

// 2016 – 2019, Bournemouth University, Dorset, UK

Bachelor of Science with First Class Honours in Games Programming. For my dissertation I developed a rendering framework for large-scale 3D open worlds, using modern terrain rendering techniques in C++ with OpenGL. Other completed assignments included a 3D game engine with built-in editor, software PBR ray tracer, and multiple games involving complex physics, AI, and gameplay mechanics.

Level 3 IT BTEC

// 2014 – 2016, Petroc College, Devon, UK

Level 3 90 Credit Diploma in IT with grade DDD (Triple Distinction).

Interests

I spend a lot of my free time working on personal projects, ranging from 3D printing and CAD to electronics design and embedded development, to making game prototypes and mods. Some of my fondest memories from my time at Bournemouth Uni are from participating in game jams: very little comes close to the feeling of making a game from scratch with some friends, and having people love playing it!