

# Jett Bradford

## EDUCATION

### South Devon College, United Kingdom — *T Levels*

September 2022 - July 2024

At South Devon College I have completed 2 years of a T Level in Digital Production, Design & Development.

## WORK

### Torbay and South Devon NHS Foundation Trust, United Kingdom — *Embedded and ML Software Engineer*

December 2023 - Present

After originally joining the team as an intern as part of my education at South Devon College, I have since joined the team as a part time contractor and work at Torbay hospital pushing medical digital innovation.

Skills:

- Develop features inside of Unity and Unreal Engine.
- Develop for most XR/AR/VR platforms and engines
  - This includes Unity, Unreal along with the raw OpenXR C API.
- Evaluate design requirements from non-technical and clinical staff members.
- Prepare solutions and demos for large scale demos for up to hundreds of people.
- Make use of common web languages and frameworks such as React.
- Develop zero downtime dependable and performant systems in C and C++

Projects:

- Motor Neurone Disease Drive Technology
  - As part of my time at the NHS, I built a toolkit for aiding motor neurone disease patients moving after they have lost nearly all mobility, I developed hardware and software for controlling wheelchairs with eye tracking mixed reality headsets such as the Meta Quest Pro and the HoloLens platform
- CareLink
  - CareLink is a remote monitoring solution with hardware and software components built for moving care away from hospitals into the community, saving the staggering cost of having a patient in a bed. This system covered community deployment of outreach staff to control room style monitoring of patients' vitals and health. This solution was developed completely by me and is awaiting trials. You can find a visual demo below.
- Appointment Prediction

## SKILLS

Ability to write agile solutions to complex problems based upon descriptions from others.

Good organizational skills when organizing groups of people on projects.

Knowledge on how to effectively both utilize and manage process management systems such as Kanban boards.

Key Skills: C, C++, C#, Python, Rust, HTML, CSS, JavaScript, TypeScript, PHP, SQL, Linux, Unity, Monday, Confluence, Jira.

- Appointment Predictor is a high count variable intaking machine learning model that predicts the likelihood of an individual turning up to their outpatients appointment, this involves various systems beyond just the machine learning training mostly related to transforming data for decision tree, this includes information such as weather data and location data.

Links:

- MND Drive Demo
  - <https://youtu.be/bEwxuXprezI>
- CareLink Demo
  - <https://youtu.be/UMnII3nnNpQ>
- MND Drive Bundling System Demo
  - <https://youtu.be/iqYSn33hluU>

## **Giant Enemy Crab, Remote — Volunteer Gameplay Engineer**

December 2024 - Present

After being a contributor to assorted engineering tasks since 2021, in late 2024 me and another member of the Giant Enemy Crab team took over development of the game Due process and formed a new internal team called Small Friendly Crustacean, we pushed our first update on the 19th of February 2025, reaching hundreds of new players.

Links:

- <https://dueprocess.info/>

## **Smart Crafts Supplies Ltd, United Kingdom — Full Stack Developer**

September 2021- September 2023

While working for Smart Crafts I was working on systems to improve workflow of the administration and shipping teams. This included systems to automatically price products based on descriptions, generate lists of tasks for the day and tools to move information from our OpenCart instance over to the Royal Mails Click and Drop shipping system.

Skills:

- Create mission critical reliable systems that need to be relied on.
- Build software according to an employer's needs.
- Work with IT staff to build reliable infrastructure.

## **PROJECTS**

### **Darkflame Universe — Developer**

December 2021 - Present

As a maintainer of the Darkflame Universe project I work on fixing bugs, introducing new gameplay systems and improving performance of critical systems for a MMO game such as the Loot system. I also contribute largely to the reverse engineering of the clients internals through tools such as Ghidra and IDA, we use this to gather a large portion of our knowledge on the clients interactions with the server. As of Late 2023, this project is actively developed with a team of 3.

Skills:

- Profile large scale C++ projects to improve memory efficiency.
- Develop C++ code alongside a team of developers.
- Make use of game programming patterns.
- Address high severity security vulnerabilities.

Link:

- <https://github.com/DarkflameUniverse/DarkflameServer/>

## **Team TA Greenpower — *Web Developer***

September 2018 - July 2021

During my time at my secondary school (working towards my GCSEs), I spent time contributing to my school's F24 (Greenpower) racing team to help build telemetry systems to assist planning a strategy for races and ensuring the car was running smoothly.

Skills:

- Build a cloud based server solution to handle data from clients.
- Create dashboards to manage large quantities of data.
- Write HTML scrapers to make use of Greenpower built in telemetry systems.