

# Andrew Stuart

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**Work Permits:** Germany (Residency Permit), United Kingdom (citizenship), Canada (citizenship)

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**Languages:** English (native), German (B1/B2)

**Experience**      **Stord, Remote, Germany**      Oct 2021 - Present

## *Senior Software Engineer*

- Spent 2021/2022 working on 3rd party integrations into the company's core order management system, such as Shopify.
- Switched team in 2023 to work on the order management system which handles the entire lifecycle of an order from the initial customer order until final delivery.
- Company architecture is built with microservices in Elixir and Phoenix, which encouraged a lot of cross team collaboration.

## **Taxfix, Berlin, Germany**

Sep 2019 - Oct 2021

### *Software Engineer*

- Work day to day in Elixir on an editor that enabled Tax experts to encode tax logic into packages that were processed by an internal knowledge base. These packages represented country specific question flows that were filled out by users using our client facing apps.
- Helped design and deliver an internal company initiative to teach other developers in the company Elixir.

## **Oanda, Toronto, Canada**

Aug 2016 - July 2019

### *Software Engineer*

- Designed and implemented a new registration system using Elixir, React and JSON Schema.
- Migrated funding management tool to React and improved test coverage.
- Maintained and extended functionality of the funding system in Python.
- Interviewed and then mentored interns that were brought into the company.

## **University of Bristol, Bristol, UK**

Jul 2015 – Aug 2015

### *Security Research Intern*

- Looked into carrying out Neighbour Discovery attacks on Contiki Nodes using IPV6.

## **Large Government Organisation, Cheltenham, UK**

Jun 2014 - Aug -2014

### *Software Engineering Intern*

- Worked individually to develop new trade craft which helps in the identification of a client's software setup who is connecting to a server under TLS. This works by generating clients in VirtualBox and then connecting to a local Inetsim server instance. Relevant information about the session is extracted by intercepting and then analysing the communication between the two. The data is then stored in a MySQL database that can be queried by using a web based API created in Python and Flask. The majority of the project was written in Python along with a few bash scripts.

**Education**      **MEng Computer Science, First Class Honours (GPA 3.9/4.0)**      Oct 2012 – Jun 2016

*University of Bristol, Bristol, UK*

**Skills**      **In order of proficiency:**      Elixir, Python, JavaScript

**Prior Experience:**      C#, TypeScript, Haskell, .NET, BASH, Ruby, Java, Prolog

**Frameworks/Libraries/Tools:**      Phoenix, React & Redux, Docker, Django, Flask, PostgreSQL

**Projects**      **Jaffna**

Final Year Group Project to create a platform/API to allow developers to easily build location enabled applications which leverage multiple technologies. Created CI/CD solution in the form of Docker, Jenkins and AWS as well as creating the entire front-end for the sample application. Platform and sample application took advantage of React + Flux, Django REST and AWS. Lead developer in team as well as head of DevOps and Web.

**P.O.D**

Github://gotg/pod

3rd Year Group Game Project. Created a Star Wars style racing game in Unity3D using the Myo armband as user input. Worked on integrating the Myo armband into the game as well as designing parts of the user interface.

**Leadership**

Undergrad teaching assistant for Concurrency course  
Lead Developer for both 3rd and 4th Year Group Project

2014 - 2015

2015 - 2016