

Ben Coveney

<https://github.com/bencoveney>

EXPERIENCE

YouView TV Ltd

Lead Software Engineer, UI Architect

October 2020 - PRESENT

Technical Ownership of Android TV custom launcher project spanning multiple clusters, for one of our biggest customers.

- Interfaced with stakeholders and partners from other orgs.
- Facilitated defect prioritisation and triage.
- Achieved weekly release process, delivering frequent updates.
- Estimation of software delivery timelines and effort.
- Produced technical plans and documentation in collaboration with architecture team.
- Assisted coordination across teams as the number of contributors increased.

Facilitated fortnightly workshops for knowledge sharing within our teams.

Frequent involvement in interviewing, including creation of technical exercises.

One-off prototypes and proof-of-concepts with emerging technologies.

Day to day responsibilities including:

- Mentoring team members, through pairing and 1-1s.
- Helping facilitate SCRUM process.
- Development and testing (TypeScript, React, Kotlin).

Senior Software Engineer

October 2019 - October 2020

Development effort on YouView's first Android TV offering in partnership with a major TV manufacturer. Later took on technical ownership and saw completion and delivery.

Assisted team upskilling in AWS and cloud monitoring, including through outreach to SMEs within YouView.

Personal initiatives to rebuild our webpack and homegrown DI system, creating a more flexible build pipeline and faster builds for all developers.

SKILLS

- **Web:**
TypeScript, JS,
React, Webpack, RxJs,
HTML, CSS, Sass,
Bootstrap, Tailwind,
jQuery
- **.NET:**
C#, Web API, .NET
Core
- **Databases:**
SQL Server, PL SQL
- **Android:**
Android TV, TIF,
Kotlin
- **Cloud:**
Node, AWS,
CloudFormation,
Docker
- **DI:**
Unity, Dagger
- **Unit Testing:**
Jest, Mocha, Sinon,
Chai, JUnit, Mockito,
Moq
- **UI testing:**
Appium, Gherkin
- **Agile:**
Scrum, Kanban, SAFe
- **Source Control:**
Git, Github
- **CI:**
Jenkins, CircleCI,
GitHub Actions

Full-stack Developer

September 2018 - October 2019

Delivery of features and bugfixes within YouView's Web UI (TypeScript, React) within an agile process.

Lighthouse Systems Ltd

Lighthouse software builds manufacturing execution software for factories, to track inventory, quality and more. This was an on-prem solution with a web UI accessible from operator terminals.

Throughout my time there I delivered features and bugfixes as part of an agile workflow using:

- C#, ASP.NET, WebAPI.
- Multiple databases (SQL Server, Oracle).
- Unit testing supported by Moq.
- Full system testing with Telerik Test Studio.
- Messaging using MSMQ
- Logging through Windows Event Log
- Dependency injection using Unity.
- Visual Studio, MSBuild, TFS.
- TypeScript, Bootstrap, JQuery.

Lead Developer

April 2018 - September 2018

Created design for new dashboarding system, to increase flexibility of dashboard creation and reduce time/effort during system upgrades.

Adopted scrum master role and completed scrum training to enable agile delivery.

Participated in estimation and prioritisation of work.

Software Developer

May 2014 - April 2018

Development effort migrating an aging .Net application to WebAPI and modern web technologies.

EDUCATION

The University of Hull, Kingston upon Hull — BSc Computer Science

2011 - 2014

Final project using genetic algorithms to finite-state machine based game AI

AWARDS

Exceptional Bonus Award for performance at YouView, 2019-2020

Volunteering

The Reasons Why Foundation

- Rebuilt and modernised website in late 2019.
- Ongoing occasional technical support.

Rescue Remedies

Jun 2016 - Jun 2017

Volunteering walking rescue dogs.

PROJECTS

Barrelsby — <https://github.com/bencoveney/barrelsby>

Open source Typescript project that automatically generates index files.

Receives roughly 10000 weekly downloads on NPM.

Superauto.pet —

<https://github.com/bencoveney/super-auto-pets-db>

Reference website for the game “Super Auto Pets” built using React.

Receiving ~35000 pageviews in first month of operation.

Personal Experiments

I regularly work on personal projects and experiments. While incomplete, these may give an idea of the areas I find interesting:

<https://github.com/bencoveney/sim>

Experimenting with OpenGL and C#/.NET code generation to produce an entity component system for game development

<https://github.com/bencoveney/DatabaseObjects>

Database Objects is a library of utility classes built in C# for inspecting database schemas.