

Mark K Cowan

Software Engineer



A hackology.co.uk

mark@battlesnake.co.uk

github.com/battlesnake

in linkedin.com/in/photonicist

Skills -

C++

С

Kotlin

lava

C#

Bash + GNU coreutils

Front-end

Python

JavaScript, TypeScript, Node.js

Embedded systems

Digital electronics

Analog electronics

Optics

French

Presenting

Experience

2019– Senior Data Engineer

Building automation for huge machine-learning pipelines

Automating container building, data extraction, model training, testing, and deployment; building pipelines which produce 100+ models, with high parallelism.

Objectives: make re-training faster (from a week to a few hours), fault-tolerant, significantly cheaper, and user-friendly so that data-scientists can own their pipelines in production.

Tools: AWS (EC2, S3, Sagemaker, Redshift, ...), Airflow, Python, Docker, Jenkins, Bash, TypeScript.

2018–2019 Lead flight software engineer

Open Cosmos

Bolt Bolt

Designing the next-generation flight software (C/Kotlin), to be flown on hundreds of mass-produced spacecraft.

Training others in the design and in associated computer-science and operating-systems theory, so that they can implement it and maintain it.

2017–2018 Head of software

Open Cosmos

Building and growing a team of skilled software engineers, aerospace engineers & physicists.

Headhunting, approaching, interviewing, testing — the whole lot. Managing resource-allocation and acquisition across projects.

Training/teaching the team:

- ► Algorithms, data-structures, and optimisation
- ▶ Operating systems (schedulers, filesystems, networking, ...)
- ► Concurrency (distributed/parallel/asynchronous styles)
- ► Linux / POSIX
- ▶ Real-time (latency-constrained) programming

Developing:

- ► A lightweight (low-RAM) flash filesystem
- ▶ Java/Swing application for managing satellite dev. kits
- ▶ Devicetrees for our own in-house Linux boards

2015-2016 Software & payload engineer

Open Cosmos

Developing:

- ► Flight software (C / FreeRTOS / AVR32)
- ► Mission-control software (C / Node.js)
- ▶ Radio control software (C++ / SDR)
- ► Radio modulator/demodulator DSP software (C)
- ► Cloud infrastructure (Docker)
- ► Machine-to-machine communications (ZeroMQ)
- ► Web app (AngularJS / TypeScript / Node.js / PostgreSQL)
- ► Orbital mission simulator and designer (Java / Gradle)
- ► Development kits (Das U-boot / Linux / systemd / Kicad)

2015-2015 Thundercloud Tech

Short-lived startup while on Entrepreneur First.

Improving the UK power grid's low-voltage network's efficiency and reliability.

2015–2015 Entrepreneur in residence

Entrepreneur First

Invited onto Entrepreneur First cohort #5, from where I saw the start of Open Cosmos, which I joined a few months later.

2014–2015 Front-end developer

ERR Eesti Rahvusringhääling

The usual culprits: HTML5, CSS3, JavaScript. Also C#, .NET MVC4, Entity Framework, MS SQL.

2012-2012 Lab demonstrator

MANCHESIER University of Manchester

Teaching and supervising laboratory projects for BSc Chemical Engineering students, involving real-time tomographic imaging of mixing processes.

2006–2011 Head coach / coach / assistant coach

Various squash clubs



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More skills -

Squash

StarCraft II

Counter-strike

Super Hexagon

Music tech

Ice-skating

Guitar

Piano

Sense of humour

Education

2013-2013 Machine Learning

Andrew Ng's course on Coursera, 100% score.

2011–2013 PhD Chem. Eng. & Analytical Sci.

MANCHESER University of Manchester

Coursera

I taught a lab project involving real-time tomographic imaging of mixing processes. I left the PhD during 2nd year, as rate of progress was too slow for my liking.

I took several extra taught courses including:

- ► COMSOL Multiphysics
- ► NMR spectroscopy
- ▶ OpenCL
- ▶ OpenACC
- ▶ OpenMP
- ► MPI
- ► Intel Parallel Studio XE

2010-2011 MSc Photon Science

MANCHESTER University of Manchester

Distinction in:

- ► Holography and imaging
- ▶ Optical instruments
- ▶ Soft-matter physics

Merit in:

- ► Semiconductor quantum structures,
- ► Laser technology
- ► Laser photomedicine
- ► Lasers and photonics
- ▶ Soft-matter physics

I was elected as representative for the course.

I was elected as treasurer for the post-graduate society.

2007–2010 BSc (Honours) Maths and Physics

University of Leeds

First class in:

- ► Advanced quantum mechanics
- ▶ Medical imaging
- ► Calculus and mathematical analysis
- ► Modelling with differential equations
- ► Intro to music technology

Upper second-class includes (non-exhaustive):

- ► Nuclear physics & energy
- ► Advanced mathematical methods
- ► Further linear algebra
- ► Project (distributed computer simulation)

I represented the university nationally at:

- ▶ Squash
- ► Shodokan Aikido
- ▶ Korfball
- ▶ Tenpin bowling

2000–2007 High school / Sixth form

Lancaster Royal Grammar School

Advanced (A) level in:

- ▶ Maths
- ▶ Further Maths
- ▶ Physics
- ► Chemistry
- Critical thinking

Various awards including:

- ► Community Sports Leadership award
- ▶ "Distinction" in British Informatics Olympiad
- ► Consistent "Gold" awards in several Mathematics Olympiads



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Want to learn -

Rust

Golang

Eesti keel

React.js

FPGA + VHDL development

Illustration

VFX

Some form of dance

ASIC design & development

High-speed+density PCB design

Miscellaneous

2016

LinkedIn References are immediately available on my LinkedIn profile at

https://www.linkedin.com/in/photonicist/.

See the "Recommendations" section on the profile.

GB201603920A

Apparatus and method for satellite payload development.

ActInSpace @ Tallinn Won fast-track to Prototron accelerator with lunar agriculture

concept.

Hackathon

2018 "Boom" generative graphics/audio project JS+GLSL+Povray

> A HTML5 canvas + WebGL + GLSL + WebAudio project, to experiment with procedural generation.

> There's no real objective or meaning in this artwork, it's just for

It'll never be finished, I'm always adding layers and sections to it when I get inspiration.

Live at https://hackology.co.uk/boom/.

Due to WebGL+WebAudio usage, this will not work on most smartphones/tablets. It should work on any half-decent PC running Chrome or Firefox.

2013 "neural"

A LaTeX package for drawing neural-network diagrams with Tikz.

100+★ on Github.

2015 "angular-chrome" Chrome/JS

A Chrome extension for inspecting AngularJS contexts.

Available on the Chrome Store, but the URL is huge. If your PDF viewer supports hyperlinks then you can just click here to open it. It has ten reviews averaging slightly over $4.3/5 \pm$ at the time of writing this.

On Github at github.com/battlesnake/angular-chrome.

2015 "gulp-google-webfonts" npm/node.js

> A node.js/gulp package for automatically downloading fonts from Google WebFonts during the build process, and auto-generating the relevant CSS.

> Consistently >1000 weekly downloads npmjs.com/package/gulp-google-webfonts.

50+★ on Github at github.com/battlesnake/gulp-google-webfonts. Used by BitWarden project among others.

"kaiu" 2015 C++

> Self-learning project: A collection of interacting asynchronous and concurrent experiments in C++.

> Not used in production, nor should it as the heavy templated nature of this library means that compile times will explode massively.

On Github at github.com/battlesnake/kaiu.