

Greg Stretton

Please visit <https://cv.gregstretton.org> for more information!

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I love building end-to-end systems that create value. I seek to be on the cutting edge of the integration of emerging technology and automation.

Experience

Dexory - Senior Software Engineer

August 2023 – Now

Working in the platform team on the backend systems enabling the [DexoryView](#) automated warehouse data intelligence product. We write the software that other teams in the company use to manage the robots as we scale to many deployments across the world. Go, React.

Karakuri - Software Engineer

August 2022 – July 2023

Go + React TS full-stack development for the [/FRYR210](#) automated frying system. On-prem and cloud microservices in Golang, enabling IoT system with remote configuration and updates. ‘Turnr’, a local configuration frontend for Fryr. gRPC, MQTT, Docker + compose, AWS. Also built simulator of the embedded system for backend use.

Lake Parime - Software Engineer

July 2021 – August 2022

Design and implementation of various Go gRPC micro-services and frontend interfaces in Svelte. Including ownership of the environmental [control system](#) software on a modular data-centre, building simulations, and software to interface with power distribution units and HPC equipment. Incident handling, requirements writing, documentation, and cross-team communication.

APMG - ML Engineer (CyberFirst)

June 2019 – August 2019

Cleaning datasets and training models; building visualisations and automation; helping the business with multi-label text classification.

Projects

A Study of Light - Mech./Electrical/Software Engineer *May 2022 – Now*

Solo art project using milk, food dye and detergent. Design and implementation of mechanical, electrical, software, and social systems. Working to automate all processes. [Please see on Youtube!](#) Including public-facing remote-control web interface in React with WebRTC and MQTT over websockets. Automated recording and video editing pipeline in Go + Python.

Founder of sensory augmentation startup

January 2020 – May 2021

Development of a sensory augmentation [device](#) to enable the perception of Earth’s magnetic field. Hardware and software engineer, including PCB design and writing inertial measurement unit firmware. Awarded cash prize from a Durham enterprise competition.

MEng IMU Body Tracking Research Project

October 2020 – May 2021

Self-proposed an inertial measurement unit body tracking [system](#): ideation, quaternion-based algorithm, system architecture, PCB design, firmware, visualisation, report writing & presentation.

BSc Segmentation of Root Images Project

October 2019 – May 2020

Conducted research project to identify structures and properties of plant root systems using machine learning. Handled and augmented dataset. Implemented semantic segmentation algorithm with PyTorch.

Education

MEng Computer Science - Durham University *2017 - 2021*

First Class Honours – Broad education. Completed two independent research projects.

Sixth Form and Secondary *2010 - 2017*

A-Level – A*AAA Mathematics, Further Mathematics, Computer Science, Physics.

GCSE – 6A*, 3A in Science, Maths, English and others.

Skills and Interests

Software – Go, Typescript / React, Embedded C/C++, Python, Vim/BASH, git, Linux.

Hardware – PCB design, STM32 & Arduino, rapid prototyping, 3D design + printing.

Soft – Public speaking. 20-21 Durham Meditation Society president.

Interests – Natural sciences; decentralisation; space industrialisation; self-replicating systems.

Hobbies – Swimming, cycling, running (triathlon); making milk art with a robot.