

Alasdair Corbett

✉ armcorbett@gmail.com  [withad](https://github.com/withad)  withad.co.uk



OVERVIEW

I am an experienced software engineer, working primarily in C++ and C#/.NET, as well as other languages and technologies as needed. Much of my career has been spent in medical software, where my code was held to a high standard of quality and my work needed to pass regulatory scrutiny. As a result, I'm well-versed in manual and automated testing.

I have a keen interest in agile methodologies and my roles have always involved working in teams and communicating with stakeholders, including spending some time as a team lead and often facilitating Scrum ceremonies for other teams.

WORK HISTORY

Senior Backend Engineer Biosite Systems 10/2024 - present

My work at Biosite has been focused on their construction site access control software, primarily in the backend with C++ and PostgreSQL on Linux servers but occasionally delving into frontend work in Angular or React. I've also been involved with customer support and helping modernise the codebase.

Senior Software Engineer Blackford Analysis 02/2021 - 05/2024

At Blackford, I mostly worked on the backend of their core Blackford Platform product, which integrates AI-based clinical software into hospital networks. My team built a custom version for a major client, including aiding in deployments and operations.

I also spent around six months as interim team lead on a React-based radiology viewing application before it was handed off to a client.

These roles required programming in C#/.NET, JavaScript, and Groovy, primarily for Windows with some use of Linux in Docker containers. I was also involved in setting up and improving team processes, CI/CD infrastructure, and client relationships.

Software Engineer Canon Medical Research Europe 09/2013 - 02/2021

After joining CMRE as a graduate, I worked on 2D and 3D medical imaging applications and clinical decision support tools, including working directly with ultrasound scanner hardware.

Programming was mostly in modern C++ with some JavaScript frontend work. I regularly collaborated with customers, clinical experts, and other teams in Edinburgh and abroad. My roles included managing releases, secondments to other teams, and representing the company at events.

Tutor/Lab demonstrator University of Edinburgh 09/2012 - 04/2013

During my MSc., I worked as a tutor and lab demonstrator on several courses, helping students with introductory Java, Haskell, and C as well as advising them on coursework and group projects.

Google Summer of Code Developer Connexions 05/2012 - 08/2012

As part of Google's Summer of Code programme, I worked with Connexions, an online educational content organisation. I developed an Android app, *QuizCards*, to generate flash cards from the glossaries of their textbooks.

Programming

C++



C#



JavaScript/TypeScript



Java



Groovy



Haskell



Tools

Visual Studio



Jenkins



Git



GitHub Actions



Technologies

.NET



Qt



AWS



Docker



MFC



Junior Software Developer Interface3

05/2011 - 08/2011

I worked in a small team developing educational games for iOS devices and interactive tables, using C# and Unity.

Intern Interface3

06/2010

Working with the CEO and another intern, I helped produce a prototype educational music game aimed at young children. The prototype won a competition for software on the SMART Table platform.

EDUCATION

MSc. Computer Science University of Edinburgh, 2.1

2012 - 2013

- Specialising in computer systems, software engineering, and high performance computing.
- Dissertation project: An iOS app used in clinical trials of a Bluetooth-enabled, wearable breathing monitor.

BSc. Computer Science University of Edinburgh, 1st

2008 - 2012

- Undergraduate honours project: Porting *Mandelbrot Maps*, a Java applet fractal renderer, to Android. Focused on performance and usability with touch controls.

INTERESTS AND OTHER PROJECTS

In my spare time, I enjoy gardening, tabletop gaming, and tinkering with retro games consoles and computers. A group of friends and I regularly design and playtest ideas for board games, including one recent prototype that we've taken to show at conventions.

Product Forge involvement

2017 - 2020

I've been involved in several of Product Forge's health-focused hackathon events, including one winning project (parsing free-text medical notes to check for medication clashes) and one finalist (an Android app for indicating the location and severity of pain, which is in actual use by a researcher). At later events, I attended as a mentor to other teams and helped organise Canon's involvement and sponsorship.

University societies

2008 - 2013

While at university, I was an active participant in both the Computing Society and the Science Fiction and Fantasy Society, eventually becoming president of the latter for two years. My roles involved responsibility for organising weekly meetings and larger events, including helping establish CompSoc's Student Tech Meetups, which still run today.