Gabriel Magnus Wright

Email: gabriel.magnus.wright@gmail.com

Software Developer with experience building and testing enterprise applications, particularly in Java. Knowledge of modern frameworks, testing tools, and CI workflows gained during my time at Diffblue. Budding hobbyist game developer, having released my first game on steam in February 2025.

Relevant Employment History

Junior SDET Engineer at Diffblue (August 2024 - August 2025)

Diffblue is an Oxford spin-out **startup** that builds Cover, an **AI-tool** that autonomously generates and maintains unit tests for **Java**. Unlike other AI tools, Cover is fully deterministic and can be deployed on premises.

- Built and maintained features across multiple layers of the product, including:
  - **UI enhancements** for the settings page within IntelliJ Plugin (**Swing components**). Adding a Restore to Default option and improving the ordering and presentation of settings.
  - Contributed to a new feature, **expanding Cover's test generation capabilities**. Allowing Cover to use factories from user codebase when generating tests.
  - **Logging improvements** to increase error visibility. Providing developers with internal logs about local environment properties.
  - **Internal tooling** and **test suite development** to support **continuous integration**. Creating unit tests and appending appropriate classes to tested projects to verify coverage improvements from new features.
- Responsible for testing Java projects with diverse configurations to ensure compatibility and test quality with Diffblue Cover:
  - Build tools: **Maven**, **Gradle**, **Ant**
  - Frameworks: **Spring Boot**, **Jersey**, **Guice**
  - Testing frameworks: **JUnit 4**, **JUnit 5**, **TestNG**
  - Java versions: **11**, **17**, **21**
- Applied developing JavaScript and PostgreSQL skills for simple bug fixes.

Support Engineer at Content Guru (November 2022 - March 2023)

Contact Centre as a Service Company (CCaaS) responsible for storm, a cloud-based contact center provider.

- Initial point of contact for technical support, raising tickets and assessing severity.
- Triaging tickets; contributing to knowledge sharing and documentation; and enhancing team efficiency and client support.
- Addressing configuration issues by querying MySQL databases and accessing remote servers.

Projects - Github

Chaotic Cats Multiplayer Party Game - Unity/C# (Released on Steam February 2025 - Steam Page)

- Released a 20 minigame party game with friends.
- Responsible for the inner game loop, development of the minigames and project organisation using Git, Trello.
- Coordinated playtests to gather feedback. New features were developed based on feedback maintaining a dynamic development loop.

Full Stack Spring Boot WebApp (*legacy project* - gabrielwright.xyz)

- Designed, developed and deployed a website for my posts using a Spring Boot back end and Vaadin front end.
- Integrated a MySQL database using Spring Data JPA to store articles and upload fresh ones.
- Implemented a **RESTful API** to enable safe live updates to the site, using Spring Security to secure authentication.

Education

University of Warwick MSc in Data Analytics - Distinction (September 2021-September 2022)
- Focused in on Data Analytics, Machine Learning and High Performance Computing.
- Dissertation on Opinion Dynamics - studying the transference or changing of states for agents in a given network and is used in Social Networking, Finance and Business
- Developed academic projects using Python and C++, related to Data Mining, HPC (OpenMP/MPI) and NLP (sentiment analysis, information extraction).

University of Warwick BSc in Mathematics - First Class Honours (September 2018-July 2021)
- Studied Analysis and algebra including real/complex analysis, group theory and linear algebra.
- Grew mathematical skills in statistics, stochastic processes and differential equations.

Technical Skills

- **Confident languages:** Java, SQL, C# (Unity)
- **Developing languages:** Python, JavaScript, C++
- **Frameworks & Libraries:** Spring Boot, Swing (Java UI), Vaadin, Jersey, Guice, JUnit, TestNG
- **Build Tools:** Maven, Gradle, Ant
- **Cloud & Databases:** PostgreSQL, MySQL, AWS (exposure), Docker (basic)
- **Other:** RESTful APIs, Agile, Unity, OpenMP/MPI, Git

Part-time Employment History

Retail Assistant at Holland and Barrett (September 2023 - March 2024)
Bar Staff at Club 147 (July 2021 – September 2021)
Customer Assistant at Primark (July 2021 – September 2021)

Hobbies and Activities

- Hobbyist game developer, with a growing interest in Game Engine development using C/C++.
- Currently making my first short film, tackling writing, directing and production roles.
- Former Tournament Officer for Super Smash Bros at Warwick Nintendo Society, organising local and regional events.
- Enjoy sports and fitness, attending the gym and try to stay active.
- Reader, always exploring new genres and ideas.