Matthew Lockhart

Software Engineer

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Experience

BAE Systems Air — Brough, England
Software Engineer/Architect — Aug 2026 – Present

- Developing Ada software and integrating engineering toolsets with in-house applications for a proof-of-concept programme supporting next-generation combat aircraft.
- Developing Java tooling software for a cross-company integrated tool supporting dynamic next-generation combat aircraft software capabilities.

Technologies: *Java, Ada, GitLab, Linux*

BAE Systems Digital Intelligence — London, England
Graduate Software Engineer — Aug 2025 – Aug 2026

- Developed Java and Spring Boot messaging and data services for a six-engineer defence proof of concept exploring data exchange between distributed nodes.
- Implemented a significant backend redesign in a short time scale just ahead of stakeholder demonstrations, updating data schemas, API endpoints, controllers, services and data-access layers to support internal and external application workflows.
- Co-designed backend service interactions and data schemas as one of two dedicated backend developers, adapting the architecture to changing requirements and prioritising demonstrable functionality.
- Co-delivered live software demonstrations to Managing Director-level BAE Systems leadership and MOD representatives, operating the prototype across separate machines and answering technical questions.
- Proactively identified and resolved software defects and code inefficiencies, raising and progressing fixes through Jira and established review processes.

Technologies: *Java, Spring Boot, RabbitMQ, GitLab CI/CD, Nexus*

BAE Systems Air — Brough, England
Graduate Systems Engineer — Jan 2025 – Aug 2025

- Translated stakeholder needs into structured requirements and system models, supporting multidisciplinary reviews and systems engineering activities.
- Guided and taught engineering colleagues in Cameo modelling, including UML/SysML best practices and diagrams.

Technologies: *Cameo, MBSE, Requirements Engineering*

Selected Projects

So You Think You Can Talk? *C#, Unity, Netcode for GameObjects, Steamworks.NET*

- Independently developed a multiplayer Steam game from concept to a playable pre-release build uploaded to Steam in approximately six weeks, owning implementation, interface design and testing.
- Implemented authoritative multiplayer gameplay, Steam lobbies, peer-to-peer networking, host migration, reconnection handling and integrated voice communication.
- Refined player-facing interactions and interface feedback to balance technical functionality with usability and game feel; used automated tests and multiplayer test environments to validate behaviour.

Identify *Python, Flask, Scikit-Learn, SQLite*

- Developed an NLP and logistic-regression application to identify potential illegal wildlife trade in social-media content.
- Built a data-collection pipeline and Flask web interface with SQLite-backed authentication and results presentation.

Black Tide: Forsaken *C#, Unity, Systems Architecture*

- Co-developing an open-world action RPG in a two-person team, leading gameplay programming, modular game-system architecture and level design.
- Built reusable systems for movement, interaction, inventories and quests, alongside a large environment with performance-conscious rendering and simulation features.

Education

University of Hull — Hull, England
BSc (Hons) Computer Science, *First-Class Honours* — Sep 2021 – Jul 2024

Technical Skills

Languages:	Java, C#, Python, C++, Ada, Rust
Backend:	Spring Boot, REST APIs, Flask, ASP.NET Core, RabbitMQ
Tools:	Git, GitLab CI/CD, Docker, Linux, Nexus, Jira
Data & Other:	SQLite, SQL Server, Scikit-Learn, Unity, Cameo/MBSE

Additional Information

UK security clearance held · Full UK driving licence · Willing to relocate nationally and internationally