

Charlie Cochrane

Engineer and Leader

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Profile

I'm a creative engineer, a strong team leader and a generally competitive person. I've got some weird and wide experience, but the main theme is I know how to deliver quality, on time and budget, with a happy and well looked after team. I'm obsessed with software and computing, it's my life's passion (so far!). I enjoy shipping early and often and solving grand challenges. I'm happy running my own company at the mo, but am open to difficult, strange and lucrative opportunities.

History

Independent Game Developer

2021-????

Founded Crooks Peak, my VR game studio. I love the mix of technical knowledge, creativity and pragmatism VR game dev requires and being my own boss is lovely. I massively value the player's time, so quality and value are paramount to me.

Rogue Treats

2020-2021

I started and ran a delivery cookie business. Bit of a random turn but I loved it, first time striking out on my own. Two learnings: delivering oven hot cookies is a logistical nightmare and serving happy repeat customers is incredibly rewarding.

Automata

2018-2020

Startup focused on bringing a disruptive robotic arm to market. Joined as an experienced hire to help scale and lead the engineering team and work full stack on the robot's internal control software and on Choreograph, it's 3D web based control platform. Very challenging, fantastic team and fulfilling work. Eternal Champion of the hot sauce "spice off" competition.

Pusher

2017-2018

Pusher was a realtime communications API startup. I joined to experience a smaller team and have more responsibility across a product. Began on their data pipeline and later joined a new product team to design and launch Chatkit, a rich chat API service. Lots of great mentor and educator experiences here where I came into my own as a team leader.

IBM

2013-2016

Worked on IBM's container registry and cloud hosting service, Bluemix, and their Cloud Foundry app hosting platform, helping to design, create and run the service. Lots of hard-learned lessons in running critical B2B infrastructure at scale.

Intel

2011-2012

Worked with Intel's customers on hardware, software and manufacturing quality. Thankful for my first opportunity in industry.

131 Commando Royal Engineers

2009-2011

Trained Soldier and B3 Combat Engineer in the British Territorial Army. Learned how to sleep basically anywhere at any time.

Plymouth University: BEng Robotics

2009 - 2013

Received a 2:1 with honours. Included modules of programming, hardware design, electronics and robotics.

Leadership Style

- Take responsibility, not power
- Maximise transparency
- Look after one another
- Focus early on healthy culture
- Foster confidence, leadership and growth

Skills and Knowledge

Programming Languages: I consider myself a generalist but prefer strongly typed languages.

Infrastructure: Wide experience from running a public cloud service to updating customer deployed embedded devices.

Shipping: Confident in fearlessly shipping and supporting products; be it software, hardware, VR games or cookies.

Customer focus: Respect customer time and money, deliver quality and value and always set realistic expectations.

Best Practices: Focus team culture to embrace best practices, wellbeing, continuous education and teammanship.