

Personal Profile

I am an enthusiastic and determined individual with skills in multiple areas of computing. I enjoy learning and problem solving in general which I believe serves me well in the ever evolving world of technology. I have over five years full time experience working in the computing industry working at a variety of companies both as a freelancer and a full time employee. I have also attended several conferences and meet ups that have given me a great opportunity to meet and learn from others in the industry.

Experience

Songkick - Software Developer

July 2015 - Present

At Songkick I've primarily worked on maintaining the company's live music ticketing platform that is comprised of several microservices written in Go, PHP and Ruby using technologies such as Cassandra, RabbitMQ, MySQL and etcd. One of the major projects I've worked on in addition to this was Adele's record breaking 2016 and 2017 tours. This involved creating a horizontally scalable data capture application that could support tens of thousands of registrations per second from fans using a stack comprised of Fastly, HAProxy, Go and Cassandra. I also made several key architectural changes to improve the scalability and reliability of an existing PHP and MongoDB based queueing system to allow it to support millions of people in a queue at a time which proved to be invaluable for many of the ticket sales as demand was so high. In addition to this I spent several months working in a hybrid development and operations team which involved projects such as cutting our infrastructure spending by over 40% and building a prototype Kubernetes based platform.

Miniclip - Web Developer

June 2014 - July 2015

After finishing my degree I returned to Miniclip in a similar capacity as before but with additional operational responsibilities such as being part of a 24/7 on-call rotation. I continued to work on supporting and scaling the infrastructure behind the company's flagship game that continued to grow rapidly and generated tens of thousands of requests per second to internal API's. As part of a company hackathon I also created a real-time online status system using Node.js that allowed players on the website to see whether their friends are online and what they are playing. I took this from an initial proof of concept to a horizontally scalable and stable production system that could support upwards of 50,000 concurrent connections on a very modest infrastructure. In addition to my development responsibilities, as a member of the infrastructure team I also provided support and advice to my colleagues in more product focussed teams with regard to the design and implementation of their systems and features. I also lead the research of a project to separate out several of the company's monolithic API's into simple and lightweight microservices.

Miniclip - Web Developer

June 2012 - September 2013

As part of my University degree I spent a year out working at Miniclip as a PHP Developer. Despite the quite specific job title I worked on a very wide range of projects and languages, from maintaining legacy systems to designing, planning and implementing brand new systems. From my time working at Miniclip I gained a lot of experience of the challenges that are faced when working at scale and ways in which to tackle them. One of the notable projects I worked on was the internal API used by the company's flagship game, which has hundreds of thousands of concurrent players playing at any one time and generated thousands of API requests per second. I also worked extensively on a virtual currency system which is relied upon and heavily used by several of the company's games. Part of my work on the virtual currency system involved migrating seamlessly from a legacy version of the system to a new version whilst maintaining full backwards compatibility and implementing a robust caching system to improve performance.

Freelance

January 2009 - Present

I was delighted when I found at an early age that I could turn my hobby of designing and building websites into a career. I've worked on numerous freelance projects over the years ranging from simple websites for small businesses to complex custom e-commerce solutions both externally and in-house in companies/agencies.

Education

Bournemouth University

September 2010 - June 2014

Awarded first class honours in BSc Computing and my dissertation project has over 2,000 stars on GitHub.

Trinity Catholic High School (Woodford)

September 2008 - July 2010

Achieved the grades A, B and C in Business Studies, ICT and Maths respectively.

Skills

- Writing cross browser compatible HTML and CSS by hand.
- Experience with JavaScript and various frameworks/libraries such as React, Angular, and Ember.
- Linux server administration experience with Ubuntu/Debian, CentOS/RHEL and CoreOS.
- Experience running applications in Docker in development and production and using Kubernetes to orchestrate them.
- Experience managing infrastructure with Chef, Puppet, Terraform and CloudFormation.
- Using and managing Apache, NGINX and HAProxy servers at scale.
- Using and managing various Amazon Web Services products at scale.
- Using and managing SQL based databases including: MySQL, PostgreSQL and SQLite.
- Using and managing NoSQL and caching solutions including: Redis, Cassandra, MongoDB, DynamoDB and Memcached.
- Experience programming in Go, Ruby, Python, Node.js and PHP.
- Experience using the Laravel, Zend, Ruby on Rails, Sinatra and Django frameworks.
- Experience with version control systems including Git and SVN.
- Experience with agile development methodologies such as Scrum and Kanban.

Interests

I consider programming a hobby just as much as I do my career as such I spend some of my own spare time working on my own projects. Many of these can be seen on my GitHub profile but I'm also currently exploring game development and am working on a Unity based game. Aside from this I enjoy several sports including: Football, Tennis, Table Tennis, Skiing and Golf.