

Oliver Baxandall

Senior Cloud Engineer, London

Accomplished software engineer, supporting cloud, full-stack and DevOps experience. Previously with an academic background and focus on research, I now specialise in enabling enterprise Cloud solutions. With prolific experience across start ups and established corporations, I have fostered a committed DIY approach and a fair love of coffee.



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📍 London

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EXPERIENCE

Co-Founder, CSO TangleSwap

06/2021 - Present

a multi-million \$ cross-chain DeFi protocol on Cardano and IOTA EVM

remote

Achievements/Tasks

- Responsible for environments, architecting automation of solution movement from development via staging to production for zero downtime, scalable deployments.
- AWS organisation and Google Admin setup to ensure best cybersecurity practices over the 8 developer team, abstracting and distributing responsibility by component.
- Designed serverless backend for splicing blockchain data to thousands of users in real time, taking advantage of ethers.js, subgraph and openapi, before React intergration.
- Maintenance of a Cloud hosted architecture to facilitate global access to the platform via several decentralised apps: CLMM-based Swap & Liquidity Pools, Smart Concentrated Farms, and a tokenised Governance system.

Senior Cloud Engineer Garrison Technology Limited

08/2020 - Present

hardware-enforced secure remote browsing solutions for enterprise

Waterloo, London

Achievements/Tasks

- Lead Integration of system designs into automated cloud IaC solutions using AWS CDK. Including Lambda, ECS, VPC, CloudFormation, RDS, Kinesis, IAM, DynamoDB.
- Kaniko containerisation incorporation into appliances for controlled linux upgrades, expediting fluid correction of security concerns with open-source software.
- Feature ownership including SAML, Remote Session data collection, DynamoDB ORM and OTP libraries to queue buffered log streams into aggregated CloudWatch.
- Responsible for code reviews, story boarding features and distributing responsibility to developers, using tools such as Jira, Miro and Gitlab.

Disruptive Cyber Security Researcher BT Research and Innovation, Emerging Security Paradigms

06/2018 - 08/2020

Adastral Park, Ipswich

Achievements/Tasks

- Blockchain analytics, incorporating Apache Spark machine learning and Scala to analyse and classify complex data sets, automated in Jupyter notebooks.
- Nova - a polymorphic blockchain visualisation tool for forensics of blockchain applications previously incongruous structures. Express, Flask API and Postgres.
- Regularly lectured to High School and University schemes monthly. Topics include Distributed Systems and Computer Science basics, for small classes or year groups.
- Owner of patents encapsulating VR, continuous authentication, layer-mapping and machine-user display, contributing to the BT Security portfolio.

EDUCATION

BSc Natural Sciences - Computer Science and Economics Durham University - 1st Class Degree

09/2016 - 06/2019

Courses

- Cryptography, V&A Reality, Game Theory, AI, Advanced Algorithms, Hardware Acceleration, Blockchain, Information Theory and Procedural Generation.
- President of University Dodgeball Team, organising weekly competitive games.
- Winner of Most Ambitious Hack and Best Use of Google Cloud Platform at Durhack2019 for producing a automatic, parameter centric running routes.
- Received the 2019 Natural Sciences award for Outstanding Achievement.

SKILLS

Python

Typescript

IaC

Linux

Scripting

AWS CDK

Docker

System Architecture

Distributed Systems

Ethics

Creativity

Resiliency

Persistence

Expression

Positivity

REPORTS

The Key Determinants in the Price of Bitcoin: a Story in Speculation (06/2017 - 07/2018)

- Sponsored publication by the Laidlaw Scholarship.
- Connected social trend data with volatility, concluding valuation dependencies and vulnerabilities of Bitcoin, uniquely modelling the quantitative price movements.

Automated Assessment of Procedurally Generated Graphical Level Content (06/2017 - 04/2018)

- Researching techniques for systematic random generation in C++ and Blueprint in the Unreal Engine.
- Spawns original material for game engines followed by an integrated AI for evaluating and altering the final user-experience or developer environment.

Simulation of Malware Propagation and Effects in Connected and Autonomous Vehicles (04/2020 - 08/2020)

- Report generated after research contributing to the ResiCAV Autonomous vehicle project with BT Research.
- Mobius - Development culminated into a layer-based mapping tool/application, originally used for simulation of malware in autonomous vehicles using SUMO.
- Applied to tracking COVID contacts and 5G mast arson investigations, with visualisation options for time-series, location and properties in real-time.
- Shortlisted for CogX 2020 AI Product of the Year and winner of E&T's Excellence in Cyber Security Award.

ACHIEVEMENTS

UK National Chess Finals (2006 - 2009)

Shortlisted for UK Ninja Warrior (2017)

Commissioned 3D-Printed Brain MRIs (2021)

INTERESTS

Magician

3D-Printing

Coffee

Freestyle Gymnastics

Rock-Climbing

Running

Open-Source Contributor