

Rex Greenway

Software Engineer – London, UK

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A software engineer passionate about implementing elegant software solutions across the entire stack, from design to deployment.

Experience

> PricewaterhouseCoopers (Sep. 2021 – Present)

Full Stack Software Engineer [Go, Typescript, Python]

- Designed and built an event driven data retention system in Go to clean data from SQL, Elastic, and cloud storage, meeting in-house data security requirements.
- Implemented first instances of gRPC into a complex Kubernetes hosted distributed application, allowing for fast and seamless cross service communication with HTTP/2.
- Improved visual uniformity across frontend elements, leveraging React.js and Tailwind CSS to introduce new features as well as provide users with UX consistency.

Python Developer

- Led a small team to develop an asynchronous RESTful API using FastAPI & Pydantic, exposing mass document translation capabilities for a critical stakeholder use-case.
- Created extensible Python packages providing powerful machine learning inference as re-usable modules for general deployment across team applications.
- Configured & integrated Pub/Sub implementations in both GCP and Redis to track and process application events and jobs.

> ErnestEdits (Freelance, Present)

Frontend Developer

- Utilising Figma, TypeScript, & React to design and build a professional video portfolio website meeting client needs.

> University of Liverpool (Jan 2021 – Sep. 2021)

Digital Administrator – Content administrator & tester for Canvas LMS.

Education

> University of Liverpool
MSc Data Science & AI – Distinction

> University of Liverpool
BSc Mathematics – 1st Class

Skills

Python, Go, JavaScript, TypeScript, SQL, Docker, FastAPI, Flask, Git, Kubernetes, Terraform, Helm, D3.js, React.js, Pub/Sub, GCP, Azure, CQRS, SQLAlchemy, Agile Software Development, Tailwind, NoSQL, NumPy, Unit Testing, Manual Testing, CI/CD

Featured Project

PolyLatLib

A NetworkX inspired Python library providing the functionality to work with and manipulate polygons and their lattices in the 2D space, deployed to PyPi (<https://pypi.org/project/polylatlib/>).