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Ronan Quigley

Profile

I am a versatile software engineer and tech lead, consistently delivering impactful solutions in complex, large-scale environments. Experienced in continuous integration, delivery, and deployment, I excel at building scalable and maintainable distributed systems with robust telemetry. I enjoy tackling a range of problems with a user-focused mindset, all whilst being a collaborative team player.

Latest Work

Findmypast - Jul 2018 to Present *Principal Software Engineer*

- Collaborating with a remote, distributed team on a family-history product featuring billions of searchable records. Advanced from Junior to a Principal Engineer level over 5 years.
- Led an engineering effort to gain a 12x increase in capacity to our entitlements system, successfully handling the 1921 census release with zero downtime.
- Planned and oversaw the migration of a feature toggle management system from JavaScript to Go, yielding a 10x reduction in resource consumption and improvements across all of our R.E.D. metrics.
- Reduced development build times of our front-end monolith from 60 seconds to 1 second, dramatically improving developer productivity.
- Managed the migration of a production Kubernetes cluster from VMs to bare-metal, yielding a 3x reduction in request latency.
- Facilitated workshops on DevOps practices and internal tooling, educating engineering teams on our development standards.
- Implemented distributed tracing across microservices by using OpenTelemetry, enabling end-to-end request monitoring.
- Led a machine learning stack migration to Kubernetes, enabling fully automated CD pipelines.
- Leveraged LLM APIs for structured data extraction on newspaper clippings, converting over half a million images into accurate, searchable text.
- Increased machine learning model throughput by 3x by optimising our GPU sharing strategy.
- Evaluated and provided constructive feedback on architecture proposals across various engineering teams to enhance system design and performance.
- Conducted technical interviews and reviewed code assessments as part of the recruitment team.
- Mentored and onboarded new hires into engineering teams, ensuring smooth integration and knowledge transfer.
- Collaborated with non-technical stakeholders, aligning product requirements with engineering execution.

Achievements

- 2016 Scottish BAFTA award winner (game category).
- Secured £30,000 of business funding at the 2015 Scottish Edge fund competition.

Languages & Tools

○ Go	○ Kafka	○ Prometheus
○ TypeScript	○ Helm	○ Grafana
○ JavaScript	○ Kubernetes	○ Docker
○ Python	○ SQL	○ Ansible

References

Available upon request.