Cristiana Simoes
Software Engineer

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About Me:

I'm a software developer whose enjoyed the excitement of building applications for both the web and on mobile that bring people together and creating resilient microservices that make the security sector a safer place. When I'm not solving puzzles at work, you can usually find me immersed in my own projects. Lately, I've been building video games, and developing an app aimed at helping people with celiac disease quickly find the products they need. My passion lies in expanding my skills in software architecture and crafting solutions that are as innovative as they are reliable.

Skills:

Frontend:	Backend:	DevOps:	Design:
Javascript Typescript React	Python Node.js Java C	AWS (RDS, S3, etc.) Datadog	Figma
Vue Svelte SQL Sass	GML PHP MySQL	Docker Azure VMware	Asperite
Bootstrap Tailwind	PostgreSQL Git	Cloudflare Gitlab	

The Keyholding Company
Software Engineer

London   July 2023 - present

As a software developer at The Keyholding Company, I work within an agile team to transform our monolithic service into a microservices architecture, enabling expansion in mobile security services and creating job opportunities for officers to secure properties.
Here's what I developed:

Microservices Development:

- Expanded the monolithic system, by extracting into microservices while maintaining the monolith as a centralised data service. This improves the reliability and security of the system, as well as the user experience of management navigation.
- Led the overall strategic direction of the Nessa microservice development, which enhances the management of jobs, observations, and property logs. This service also empowers EY to monitor

the status of their offices and address any emerging issues.

- Co-lead engineer on the Task-Master and Exception-Manager services. Task-Master tracks property-related items, enabling task self-mobilization, while Exception-Manager triggers actions based on user-defined rules for broadcast events.
- Collaborated on the development of the Hutten service by expanding its models and endpoints. Hutten is a tool that eliminates the need for advanced risk training by digitalizing threat assessments and providing a visual representation of an organization's risk appetite.

Team Management and Planning:

- Contributed to the architectural design and swim lanes of service flows using Miro for visual planning and structure.
- Estimated service timelines, organized sprints, and created detailed tickets for each phase. While establishing a new ticket-writing standard based on the "What, Why, and How" approach.
- Onboarded 4 new team members to our microservice Nessa, offering guidance through detailed presentations and pair programming sessions.

System Programming:

- Collaborated on building Bedrock; a lightweight framework for microservices, enabling rapid development of RESTful APIs with Kafka support.
- Extended our Java-based monolith to support JavaScript and Python, allowing data scientists to perform auditing and analysis.
- Contributed to the implementation of unit, integration and postman tests in our microservices to ensure code quality and stability.
- Developed a CodeExecutor worker to dynamically execute JavaScript code from a database via AWS Lambda, supporting event-driven, real-time processing.
- Created Bash, Python and YAML scripts within our microservices. One of the scripts is to convert client-provided Excel data, into SQL format for seamless insertion into our PostgreSQL database. Another script includes migrations for our data models.
- Led pipeline management with Github workflows to automate testing and deployment across environments. Featuring a blue/green deployment strategy for smooth, simultaneous rollouts.

AWS Integration:

- Enhanced services by integrating AWS Lambda and Kafka to facilitate data exchange between microservices and the monolithic system. Using terraform to manage our infrastructure as code.
- Configured Datadog, OpenTelemetry, and CloudWatch in our Lambda functions for monitoring and error analysis.

Documentation:

- Implemented automatic documentation in Bedrock that generates API usage instructions for new endpoints, providing frontend engineers with essential data and endpoint details.

Thursday
Full-Stack Engineer

London　　July 2022 - July 2023

I contributed as a Full-Stack Engineer in building a React-based dating app designed to bring people together through shared interests
Here's what I developed:

App development

- Collaborated with the lead front-end developer to design and implement key features, including event icons and pages, enhancing user engagement and app usability.

Design

- Updated and refined application designs in Figma, ensuring visual consistency and an intuitive user experience across all app screens.

Testing Development:

- Led the overhaul of testing in Jest and Enzyme, focusing on user interaction flows and screen functionality. This ensured confidence in our code base.
- Created RESTful APIs in Node.js to handle user data and interactions. Ensuring security within our users, so scammers were blocked from the app.

Database Management:

- Utilised PostgreSQL to store user data and preferences, optimizing queries in prisma for faster data retrieval.

AWS Management:

- Led the optimisation of systems using EC2 instances, integrated Lambda functions, and set up S3 buckets for cross-account data storage.

Versantus

Junior Developer

Oxford   August 2021 - July 2022

I worked as a developer at Versantus, a digital agency that specialises in creating bespoke websites and applications.
Here's what I developed:

Web Development:

- Developed websites using HTML, CSS, and JavaScript (React) to create responsive and user-friendly accessible designs.
- Utilised WordPress and Drupal to create custom themes and plugins for clients.

Design Integration:

- Integrated designs from Figma into websites to create pixel-perfect designs.

Client Communication:

- Liaised with clients to understand their needs and provide updates on project progress.