




Cristiana Simoes

Software Engineer

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About Me:

I'm a software developer whose enjoyed the excitement of building mobile apps 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:

Javascript Typescript

React Vue Svelte SQL

Sass Bootstrap Tailwind

Backend:

Python Node.js Java C

GML PHP MySQL

PostgreSQL Git

DevOps:

AWS Datadog Docker

Azure VMware Cloudflare

Gitlab

Design:

Figma

Asperite

The Keyholding Company

Software Engineer

London July 2023 - present

As a software developer at The Keyholding Company, I worked 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:

- Developed microservices to enhance our monolithic architecture, improving performance and scalability.
- Took on the responsibility for defining 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.
- Partnered with the 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.
- Onboarded 4 new team members to our microservice Nessa, offering guidance through detailed presentations and pair programming sessions.
- Organized daily stand-ups and sprint sessions to align team goals.
- Established a new ticket-writing standard based on the "What, Why, and How" approach.

Framework Development:

- Built Bedrock, a lightweight framework for microservices, enabling rapid development of RESTful APIs with Kafka support.

System Programming:

- Extended our Java-based monolith to support JavaScript and Python, allowing data scientists to perform auditing and analysis.
- Implemented unit and integration testing 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 and Python scripts within our microservices, including a script to convert client-provided Excel data into SQL format for seamless insertion into our PostgreSQL database.
- Wrote YAML migration scripts to modify or add new database models.
- Set up a GitHub workflow to automate testing and deployment across environments.
- Implemented 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.
- Configured Datadog, OpenTelemetry, and CloudWatch in our Lambda functions for monitoring and error analysis.

Documentation:

- Each microservice includes a README with service details.
- 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 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:

- Leveraged Jest and Enzyme for comprehensive testing, focusing on user interaction flows and screen functionality.
- Created RESTful APIs in Node.js to handle user data and interactions.
- Built workers to create integration tests so we can test our database

Database Management:

- Utilised PostgreSQL to store user data and preferences, optimizing queries 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 junior 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 to create responsive and user-friendly designs.

Content Management:

- 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:

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