

# SAMUEL LITTLE

I am an experienced Software Engineer and ex-SRE with a passion for building reliable, scalable, and maintainable software. I also have a strong interest in helping others to develop their skills by providing mentoring and training in a variety of contexts.

## PERSONAL INFORMATION

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## WORK EXPERIENCE - GOOGLE (DUBLIN AND LONDON)

<b>Current</b> Apr 2022	<b>Data Platform Onboarding, Google for Clinicians (G4C)</b> Senior Software Engineer I built a replacement UI (using an internal framework) to manage sources of Change Data Capture (CDC) data used by the G4C pipelines. I also researched and developed capabilities for ingesting data via standardised APIs instead of CDC, including managing a relationship with a third party provider.
Apr 2022 Jun 2020	<b>Ads Frontend SRE</b> Senior Software Engineer, Site Reliability Engineering I led the frontend and backend implementation of "the one dashboard to rule them all" providing an overview of system health and hygiene across Ads, Commerce, and Payments, based on associating data points with a knowledge graph and performing templated aggregation operations across the structure of the graph to support a variety of visualisations. I was also an active member of the oncall rotation for the Google Ads frontends used by advertisers and publishers.
Jun 2020 Jan 2019	<b>Reliability Analysis</b> Senior Software Engineer, Site Reliability Engineering I worked on an agile software development team embedded within SRE to build tooling for analysing reliability indicators, and determining correlation between automated indicators (such as SLIs) and human-labelled incidents. As a team, we also built tooling for calculating a severity for an incident, based on known features of the incident's impact. While on this team, I was also an active member of the oncall rotation for a system used to probe the health of GCP services from Kubernetes clusters running on both GCP and AWS.
Jan 2019 Jul 2016	<b>Mobile Infrastructure SRE</b> Software Engineer, Site Reliability Engineering I was the service owner for SRE's relationship with the Android Google Search App, and led the introduction of various process improvements to improve the safety and reliability of feature changes through binary releases and flag-controlled experiments. I also drove the development of a simple script for evaluating release metrics into a managed service now used across the company for evaluating mobile app releases.
Throughout	<b>Community Contributions</b> I support the Software Engineering apprenticeships program in London, currently providing Computer Science education, and previously acting as a cohort coordinator. I am also an active TypeScript readability reviewer, a makerspace coordinator, and a facilitator of code retreat and legacy code retreat classes.

## EDUCATION

July 2016 Oct 2012	<b>Master of Computer Science, University of Oxford</b> First-class Honours Thesis: "Interpolation of 3D slice volume data for 3D printing" - processing low-resolution (e.g. 10mm/slice) segmented MRI data to provide smoother 3D models. Supervisor: Dr. Irina Voiculescu. Presented at SPIE Medical Imaging 2017: <a href="https://doi.org/10.1117/12.2254616">doi.org/10.1117/12.2254616</a>
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## COMPUTER SKILLS

Languages	Proficient: Go, TypeScript, Java, Python. Basic: C++
Technologies	Proficient: Angular, Bazel, Git. Basic: Google Cloud Platform
Principles	Reliable Software Design, Code Health, Automation, Incident Management, Monitoring, Infrastructure as Code

## INTERESTS AND ACTIVITIES

Community Theatre (Lighting Design), Wood turning, Cooking