

# Joel Staugaitis

Software Engineer

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## Employment

**CGI – Consultant Software Engineer**

July 2025 - Present

SC-Cleared Consultant delivering public sector infrastructure using AWS, Terraform, GitLab and CI/CD.

**He Is Real – Volunteer Software Engineer**

May 2025 – July 2025

- **Role:** Volunteered for a Christian charity to solve backend blocker for a site, using Next.js, Node JS and deployed on aws.
- **Infrastructure:** Made a pipeline and configured infrastructure for public file upload, review and display.
- **Design:** Made web components so that this infrastructure can be attached via embed links onto a [Squarespace site](#).

**HM Revenue & Customs - Software Developer**

October 2023 - August 2024

- **Role:** Developed on team *Platform Operations* on the Multi-Channel Digital Tax Platform (MDTP), responsible for DevOps, paved road, aws, observability, scalability and CI/CD at HMRC. Key contributions include:
- **SPIKEs:** Conducted investigations, one resulting in a 100+ microservice reduction across all HMRC environments.
- **DevOps:** Constructed pipelines, one being to flag services that are breaking best practices so owning teams review them.
- **Config Explorer:** Created a tool to enhance team's development efficiency.
- **Service Development:** Using Scala, worked on optimisations, improved fall-back mechanisms for backend services and implemented new features on frontend for a self-service Catalogue tool.
- **Support Tickets:** Managed infrastructure state via Terraform and other tools in response to support tickets.
- **Documentation:** Collaborated with engineers from other teams to clarify legacy and document new practices.
- **Platform Contractor Rotation:** Played a role in preparations and execution of Platform handover.
- **Report:** Authored and presented an internal report on LLMs. Analysed applications, risks, and impact on Platform software development, including areas for Platform improvement.
- **Knowledge Sharing:** Was an active member of Personal Development Community of Practice (PDCOP).

## Education

**City, University of London – 1<sup>st</sup> Class BSc (Hons) Computer Science with Year in Industry**

September 2021 - July 2025

- **Stage 1-3:** Mathematics for Computing, Systems Architecture, Java, Databases, Operating Systems, Ethics, Data Structures and Algorithms, Object-Oriented Analysis and Design, C++, Team Project, Language Processors, Computer Networks, Cloud Computing, Concurrency, Functional Programming, Theory of Computation, Computer Vision.
- **Placement Year:** HM Revenue & Customs - Software Developer.

**St Martin's School, Brentwood - A-levels**

September 2019 – August 2021

- **Computer Science:** A (A\* in coursework).

**St Martin's School, Brentwood - GCSEs**

September 2013 – August 2019

- **9 GCSEs:** Including Mathematics, English, Computer Science and Design & Technology.

## Projects

- **He Is Real:** Volunteered for a Christian charity, architected and built file upload web-components for a [Squarespace site](#), using Next.js, Node JS and deployed on aws.
- **ZeroCam:** Developed an embedded dashcam system in Rust with Tauri and REACT for Raspberry Pi, with cloud features such as streaming and cloud backup. Contributed to the Tauri open-source community in the process. ([Repo/Demo](#)).
- **Face Mask Detector:** Built Python computer vision pipeline to select faces and highlight incorrectly worn facemasks. ([Repo](#)).
- **ChatEz:** Built a real-time, scalable web chat application using (Node.js + REACT), deployed on Google Cloud. Employed APIs for translation + AI summary features and utilised Firebase PaaS. ([Repos/ Demo](#))
- **Regression Body Fat Estimator:** Made a ML model for body fat estimation using TensorFlow. ([Repo / Demo / About](#)).
- **Bob:** Created a platform game "Bob" using a variation of the box2D engine in Java, applying OOD concepts. ([Demo](#)).
- **League of Legends Analytics:** Made a tool that gets match data to provide post-match performance analysis ([Demo / Docs](#)).
- **ATS:** Took role of tech lead, guided a team to develop an *Air Ticket Sales* system with Java and SQL.

## Hobbies and Achievements

- **Volunteer Sound Engineer:** Undertook sound lead role for gatherings of 300+ people at church for 4 years.
- **Computer Building:** Self-taught and built first computer at age of 15. Inspired, and supported friends through 4 builds.
- **Powerlifting:** Regularly training in gym, while constantly evolving nutrition and strategy.
- **Duke of Edinburgh Award:** Silver award.
- **Martial Arts:** Brown belt in Karate.
- **Air Cadets:** Attained Flight Sergeant rank (2<sup>nd</sup> highest)
- **Music:** Grade 5 piano.

### Tech & Tools

• Android Studio  
• Artifactory  
• AWS  
• Confluence  
• CORS  
• Docker  
• Elasticsearch  
• FFmpeg  
• Figma  
• Firebase

• GitHub  
• GitHub Actions  
• Google Cloud  
• Grafana  
• Jenkins  
• Jira  
• Jupyter Notebook  
• Kibana  
• Matplotlib  
• Nix

• OpenCV  
• Pandas  
• REACT(Native, Next)  
• Sckit-Image  
• Selenium  
• Tauri  
• TensorFlow  
• Terraform  
• Wireshark

### Languages

• BASH  
• CSS  
• C++  
• Haskell  
• HTML  
• Bootstrap  
• JavaScript  
• Socket.io  
• Node.js Express  
• TypeScript

• Java  
• JDBC  
• Swing  
• java.net  
• Python  
• NumPy  
• Rust  
• Scala  
• Play Framework  
• UML

### Databases

• DynamoDB  
• Firestore  
• MongoDB  
• SQL  
**IDEs**  
• IntelliJ  
• PyCharm  
• RustRover  
• Visual Studio Code  
• WebStorm

### OS

• Linux  
• Windows  
**Methodologies**  
• Agile  
• CI/CD  
• DevOps  
• RESTful APIs  
• Service-Oriented Architecture