Benjamin Pilgrim

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TGNThump

Employment

2022 - Current

Vodafone - Senior DevOps Engineer (via MMT Digital)

- As a technical lead and senior engineer, I've championed software engineering and DevOps best practices, guiding my team to improve code quality and reliability through automated testing, linting, formatting and type-checking at CI time. I've also mentored junior and mid level engineers through pair programming and code reviews.
- As part of the SRE Leadership Team, I've helped to define and implement a strategy for the creation of a global cloud engineering platform, a strategic initiative to centralise Cloud Engineering functions across Vodafone into a single platform, driving internal efficiency while reducing time-to-market.
- I've worked across team boundaries, delegating where necessary, to mitigate blockers to strategic delivery.
- I was drafted into a "Skunk Works" team of 8 engineers to spend two weeks delivering an end-to-end prototype of the platform, driving rapid realisation of RIO by unlocking immediate value for both our team and another local market.
- I developed a package manager CLI tool and web interface for parameterised service templates, accelerating time to market for Vodafone developers worldwide by enabling deployment of new service repositories, complete with baseline, CI/CD, infrastructure and code in minutes rather than days.
- Lead design and development on implementing Pact based contract testing CI workflows spanning multiple projects and teams to increase code quality and make deployments safer.

MMT Digital - Cloud Systems Engineer

- Lead a MMT Digital fast-track team to deliver an AWS infrastructure project, making use of Azure DevOps pipelines for CI/CD, to the highest quality the program had seen.
- Developed an open-source Jetbrains IDE plugin to bring cfn-nag based linting support for CloudFormation templates into PyCharm and IntelliJ.

2019 - 2022

HTK - Software Engineer

- Designed and developed a multi-account AWS architecture using Terraform for a greenfield data lakehouse platform.
- Technical owner, designer and lead developer of a distributed event-driven customer journey automation platform.
- Developed services, user interfaces and APIs following a 3-tier 3-tier application model for a complex multi-tenant customer data platform.
- Involved in mentoring and skill development for junior developers with a focus on code quality through pair programming and code reviews.
- Assisted the operations and quality assurance teams with investigating, mitigating and fixing production incidents and bugs reported by customers.
- Designed and developed frontend user interface pages and components, including a complex promotion builder with a 'drag-n-drop' nested rule/segment editor for use by customers.

2018 - 2019

Liverpool Guild of Students - Student Staff Theatre Technician

Lighting and Sound Operator at Liverpool Guild of Students, working with student societies and other organisations on musicals and events.

Awards

2023

Finalist for Young Digital Professional of the Year

Computing - Digital Technology Leaders Award

Education

2016 - 2019

University of Liverpool - BSc (Hons) Computer Science (First Class)

2014 - 2016

One Sixth Form - A Levels: Computing (B), Electronics (A), Mathematics (D)