Aaron Steed

SENIOR SOFTWARE ENGINEER

Details

Dublin, Ireland

Links

Github

LinkedIn

Website

Skills

Linux

HTML & CSS

SQL

Kotlin

Git

Docker

Python

Java

Clojure

Kubernetes

AWS

Prometheus

Golang

VueJS

Ansible

NoSQL

Redis

Kafka

Engineering at Scale

Hobbies

Running, baking bread, playing games (board games included), hiking, hacking at personal projects

Profile

I am a passionate engineer with over 7 years experience across different scales of engineering. An eternal student of my craft, with a proven record among my peers of delivery of features and projects,

Employment History

Senior Software Engineer, Riot Games, Dublin, Ireland

APRIL 2024 — PRESENT

Currently work on the Content Access Platform (CAP) team, where we are creating game agnostic content and monetization systems for all of Riot's titles.

Software Engineer, Riot Games, Dublin, Ireland

OCTOBER 2022 — APRIL 2024

- My initial role was part of an engineering "SWAT team" to tackle the most challenging reliability problems at Riot and engineered solutions to remedy those issues
- Actively contributed to a multi year project to migrate the legacy observability platform to a solution more in line with industry standards as we moved vendors. The main motivation of the project being to work towards an ever maturing observability pipeline which is vendor-agnostic, cost-effective and sustainable.
- Collaborating with multiple teams to grow, educate and mature new observability standards across metrics, logs and traces at the service level
- Contributing to the growth of Riot Games by participating in hiring rituals such as conducting interviews and mentoring fellow peers within the org to progress their careers.

Senior Software Engineer, Cellusys, Dublin, Ireland

AUGUST 2020 — SEPTEMBER 2022

- Influence the design and technologies used in our technical solutions and services from an architectural point of view.
- Designing, implementing and integrating 5G into the existing Security and Roaming platforms.
- Drive hiring for the Engineering Department. Responsiblefor screening CVs, conducting interviews and providing feedback on who to hire.
- Led a team of engineers to overhaul our product deployment strategy and continuous integration environment which also involved making a seamless new development cycle for the whole Engineering Department.

Software Engineer, Cellusys, Dublin, Ireland

JUNE 2017 — AUGUST 2020

- Implementing features (frontend/backend/deployment) for large scale, mission critical Signalling Firewall service in live mobile networks, which handles millions of messages a minute.
- Responsible for all stages of development cycle from design, development, testing, deployment, and documentation.
- Notable implementations include decoders and encoders for 4G LTE and SIP, a protocol used in Voice over IP (VoIP) calls and converting the current Security platform to be usable in a central management system environment.

Education

Computer Applications Software Engineering, Dublin City University, Dublin

OCTOBER 2013 — MAY 2017

4th Year Project: Received a distinction for my project which detected head injuries in contact sports and alerted team managers in real-time using an Arduino, which had a connected accelerometer for velocity detection and 2G/3G GSM antenna for communication. Heavily based on peer reviewed studies of fall detection monitors for the elderly