

Versatile, enthusiastic Software Engineer with experience in fast-paced, startup environments as well as larger, product-oriented companies. Always trying to give something back through open-source contributions and peer mentorship

Work Experience

Senior Software Engineer Risk Engineering team	Square (Block) London, United Kingdom	May 2023–Present
• Currently working here		
Software Engineer Global Expansion team	Stripe London, United Kingdom	Jul 2021–Dec 2022
• Delivered plan for launching Stripe into a new market (identified market requirements, mapped to solutions, split into projects, created timelines & execution plan, onboarded other engineers, derisked and led initial execution) • Was the first engineer of novel team targeting self-serve UX in specific markets: identified issues in onboarding process, designed solutions and executed, leading to 80% drop in user confusion (selecting "Not sure" in UI) • Company building: mentor of 2 teammates, during 1 quarter I held more interviews than 97% of engineers at Stripe		
Senior Software Engineer	Mimica Automation London, United Kingdom	Sep 2019–Apr 2021
• Led projects involving multiple engineers, notably a complete restructuring of the UI/UX for the main process visualisation tool, which led to the company's first successful client engagements • Helped scale web application to handle very large amounts of data (e.g by segmenting payloads of HTTP requests, leveraging browser cache etc.) • Brought on multiple practices for reducing bugs and dev time (e.g unit and e2e testing, using typed languages, following well-known design patterns etc.) • Mentored multiple colleagues to the extent that the team working on the web application grew from 2 to 8 people • Made open-source contributions to Vis Network (graph visualisation library)		
Software Engineer	AmberBox London, United Kingdom	Oct 2018–Aug 2019
• Created a user authentication and authorisation platform used by 3 different web applications • Made open-source contributions to Californium (IoT networking library) and CodeceptJS (automated testing library)		
Junior Software Engineer	Click Travel (Perk) London, United Kingdom	Aug 2016–Sep 2018
• Devised an algorithm that masks card details from logs, which helped platform achieve PCI compliance • Was kept on as Junior Engineer after 1.5 months as an intern (worked during university)		

Education

- **BSc (Hons) in Computer Science**, University of Birmingham, United Kingdom. **2015–2018**

Technologies and Languages

- Programming: Java, Typescript, Javascript, Kotlin, Python, Ruby
- Backend: NodeJS, Spring

- Databases: MongoDB, PostgreSQL, AWS DynamoDB
- Frontend: React, Angular
- DevOps: Docker, GCP stack, AWS stack

Personal Projects

- **React Painter** - Open-source React library that enables drawing on an HTML5 canvas, then saving the resulting canvas as a blob. Library has 0 dependencies and has 300-500 weekly downloads. See the source on [Github](#).
- **Browser Game Player** - Q-learning based player of a browser game called Soccer Heads, where the aim is to score more goals than you concede. Used PIL for game frame grabbing, cv2 for image processing and ball tracking, numpy for implementing q-learning algorithm, keyboard module for playing game programatically. See the source on [Github](#).