

Rich Churcher

Senior Platform Engineer

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Experience

Lightspeed Commerce

Senior Platform Engineer

Oct 2023 – Present

Remote

- Wrote automated tooling in Go to traverse hundreds of GitHub repositories to update versions and configuration values.
- Repaired technical debt/broken builds, negotiating with teams to find the correct solution for technical debt/disused workflows.
- Implemented a custom GitHub runner to launch ops tasks in the production environment (database maintenance, new Kafka topics) reducing maintenance time and unblocking developer workflows.

Cogo

Senior Platform Engineer

Dec 2022 – Oct 2023

Remote

- Reduced development environment costs by more than half in some cases using Terraform to conduct timed teardowns via GitHub Actions.
- Increased the observability of costs across AWS accounts using Python and the AWS API.
- Negotiated, planned, and rewrote on-call and incident management documentation, making the on-call engineering experience safer and more predictable.
- Troubleshoot CI, deployment and runtime issues in a containerised Elixir (Phoenix) environment.

Spidertracks

Senior Software Engineer

Apr 2021 – Dec 2022

Remote

- Mapped network ingress from Iridium satellites and cellular devices through a maze of legacy infrastructure to mitigate poor characteristics of a Java server under load.
- Rebuilt on-call team and ops culture from the ground up after company was acquired.
- Managed a wide variety of AWS infrastructure including EC2, Lambda, RDS, DynamoDB, Kinesis, Redshift, EventBridge, IoT Core.
- Significantly improved the overall observability picture, including centralising scattered elements of New Relic, Grafana, CloudWatch, Sumologic, and Sentry, laying the groundwork for an eventual migration to a "single pane of glass".

Eventfinda

Senior Software Engineer (Contract)

Nov 2020 – Apr 2021

Remote

- Assisted with and advised on upgrading a large existing codebase (React, PHP).
- Improved test coverage of legacy code in order to avoid regressions when migrating to newer systems.

BuildSpider

Senior Software Engineer (Contract)

Sep 2019 – Nov 2020

Remote

- Wrote extensive Postgres functions and migrations as part of a GraphQL API using Postgraphile.
- Added a secure S3-backed file library feature using React, Relay, and role-based permissions using Postgres row-level security.

HYPR Innovation

Senior Software Engineer (Contract)

Feb 2019 – Sep 2019

Remote

- React, MobX frontend development.
- Lots of microservice development (mostly in Node) leveraging Kafka to process animal data for a large agri-corporation.

- › Coordinating with a wide variety of teams, each managing their own services, as well as a legacy team working in a completely separate hosted environment.

Enspiral Dev Academy

Teacher, Software Engineer

Aug 2018 – Dec 2018

Auckland

- › Coached students individually, and taught curriculum at the classroom level.
- › Wrote and updated curriculum (React/Node). Ran multi-day exercises in team software development.

Hyla

Software Engineer (Contract)

Mar 2017 – Aug 2018

Remote (San Francisco)

- › Distributed team based out of the San Francisco bay area developing a messaging and collaboration tool for purpose-driven communities.
- › Worked particularly on the React Native mobile application. Solved some thorny performance problems and deep-linking bugs.

Enspiral Dev Academy

Teacher, Software Engineer (Contract)

May 2016 – Mar 2017

Auckland

Saatchi & Saatchi

Software Engineer (Contract)

Feb 2016 – May 2016

Auckland

BKA Digital Outfitters

Software Engineer (Contract)

Oct 2015 – Feb 2016

Auckland

Starship Hospital

Paediatric Intensive Care Nurse

2003 – 2015

Auckland

- › Flight nurse on the PICU transport team, flew to all areas of the country to collect patients. High degree of autonomy and trust in critical circumstances.

Royal Alexandra Hospital for Children

Registered Nurse, PICU Nurse

May 1999 – May 2003

Sydney

Projects

Bucket

Senior Software Engineer (Volunteer)

Apr 2022 – Present

Remote

- › Sole developer and platform engineer for Fairground Foundation, working on Bucket, an environment crowdfunding application.
- › Wrote a Go API that implements the JSON:API standard using ECS, RDS (Postgres), sqlc, and Chi.
- › Built a cross-platform Flutter application implementing a Figma design, using modern state management tools.
- › Terraformed the lot using a low-cost strategy to avoid excessive outlays during the pre-launch phase.

Education

Otago Polytechnic

Bachelor of Nursing

1996 – 1998

Dunedin