

Benjamin Shaw

21st October 1984
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Personal Profile

- Technical leader experienced in developing quality software and effective teams.
- Passionate Software Engineer with a broad array of experience, the ability to work hard, and think outside the box.
- Current technical interests include MLOps, Machine Learning, Linux, and functional programming.

Summary

- 17 years Professional Software Engineer.
- Leadership and team building.
- MLOps/ML Engineering.
- Backend development.
- DevOps/Infrastructure.

Employment History

Mar 2022- Remote - Scribd
Present *Senior Manager Machine Learning Platform*

As the senior manager of the Machine Learning Platform I have been responsible for building a team that worked with Machine Learning Teams (Data Science, MLE, Data Engineering) to understand Infrastructure needs and pain points working to develop a platform that standardized the MLOps process and empowered the delivery of Machine Learning models to production at scale whilst achieving the goals of increasing Development Velocity and controlling Technical Debt. The Majority of our problems focussed on recommendations and I have a large amount of experiencing working with Embedding Based Retrieval solutions. However, we also worked with Model Inference, Feature Store and recently delivering LLM solutions to production.

Experience: Project Management, Product Manager, Developing road maps, Team building, Team culture, Recommendations, LLM, Real-time Model Inference, Batch Model Inference, AWS, Embedding based retrieval

Apr 2021- Remote - Scribd
Jan 2022 *Staff Engineer Machine Learning Platform*

Responsible for designing and implementing a self service platform for version controlling Machine Learning models as well as the Continuous Integration and Delivery process for delivering these models to production at scale

Experience: Python, Databricks, Deltalake, Jenkins, Recommendations, Realtime Model Inference, Batch Model Inference, AWS, Embedding based retrieval

Aug 2020- Apr 2021 Remote - Dataswift UK Cambridge
Senior Backend Engineer

Early stage startup, I joined the engineering team during an era of rapid growth and was pivotal in productionizing the system (micro-service data processing) and growing the team. Technical responsibilities included; designing, developing, refactoring of API and back-end systems. Defining standards, testing, setting up development system and technical roadmaps. Non technical included mentoring, creating the software development process and hiring.

Experience: Scala, Testing, Functional Programming, Cats, AWS, Dev Ops, Docker, SQL, Postgres

Oct 2017- July 2020 Contracting to Avalanche Canada, Revelstoke British Columbia Canada
Project Manager / Senior Backend Engineer

Developed workflow and data aggregation/visualisation tools for Avalanche Forecasting. In conjunction with internal staff worked from initial brainstorming through requirements gathering, development, testing and deployment. My role as project manager had me working directly with users, planning and coordinating contractors (for front end). My secondary role was as the backend developer where I developed data API's, managed infra and CI/CD.

Experience: Scala, Functional Programming, Cats, AWS, Dev Ops, Jenkins, Docker, SQL, Postgres

Sep 2016 - Oct 2017 Amazon, Vancouver British Columbia Canada
Software Development Engineer

Technical Lead developing a data platform service for Machine Learning, Data Analysis and Investigation teams in Anti Money Laundering (Seller Compliance / Suspicious Activity Monitoring).

Experience: Java, Scala, AWS, Git, SCRUM, Hiring, Documentation, Dev ops

Aug 2015 - Aug 2016 Amazon, Toronto Ontario Canada
Software Development Engineer

Developed a service to streamline, extraction, processing, access and discovery of big data for scientists and business analysts. The platform is based on-top of Spark and Hadoop and utilises AWS technologies to add discovery of datasets using metadata

Experience: Big Data, Java, Scala, Python, Hadoop, Spark, AWS, Git, SCRUM, Hiring, Dev ops

Mar 2014 - Aug 2015 Avalanche Canada, Revelstoke British Columbia Canada
Senior Software Developer

When the CAA (Canadian Avalanche Association) and CAC (Canadian Avalanche Centre) boards decided that they wanted individual organizations we dissolved the existing IT team and split staff between the two. I went with the CAC which was re-branded Avalanche Canada. Part of this re-brand was to develop a new website from the ground up with an extremely limited budget. I worked closely with management to determine the technical direction of the re-branded organisation and was the lead developer of the new website and phone application working with several contractors and contributors to develop a new open source platform and website for Avalanche Information in Canada.

Experience: Management, Budgeting, Open Source, Javascript, Node.js, GitHub, Angular.js, REST, AWS, Hiring

Jun 2012 - Canadian Avalanche Association, Revelstoke British Columbia Canada

Mar 2014 *Senior Software Developer*

Led a team responsible for the maintenance and development of all IT systems for both the Canadian Avalanche Centre and Canadian Avalanche Association. This included Website, phone application, infrastructure, and database as well as managing other IT staff (3 direct reports)

Experience: Javascript, AngularJs, Heroku, .Net

Jun 2007 - CEA Technologies, Fyshwick Canberra Australia

Jun 2012 *Embedded Software Engineer*

Responsible for the design, development, testing and documentation of embedded software to perform signal processing and control of radar systems. Software was run on a distributed processing system using of the shelf boards and a Real Time Operating System. For the CEAMOUNT project I was the team leader for the software component.

Experience: Radar Systems, C++, Assembly, Real Time Operating Systems, Embedded Development, Signal Processing, Scheduling, Concurrency, Distributed Processing, Qt, Hiring

Education

2003-2006 University of Canberra, Australia

First class Hons BE in Software Engineering

Honours Thesis - Real-time decision making for an autonomous vehicles, simulated on PS2 hardware.

Units: AI, Biometric authentication, Project management, Software development, Database systems, Math, Processor design, Digital circuits, Computer hardware, Machine learning, Games Programming, Operating systems.

Interests

- Snowboarding
- Rock Climbing
- Mountain Biking
- Linux