

BERRY PHILLIPS

SOFTWARE ENGINEER

Experienced and multi-disciplined software developer and effective leader specialising in backend services and tooling. Works primarily with distributed service-oriented applications in the public cloud. Is passionate about writing idiomatic and clean code, learning and embracing new technologies, and mentoring new and experienced developers alike.

KEY SKILLS

Leadership	Leading effective teams, mentoring and training, empathetic to team and business needs
Programming	Go, Dart/Flutter, Python, Node.JS, APIs with gRPC, GraphQL and REST, distributed services
Operations	Google Cloud and AWS core services, Kubernetes, Docker, Stackdriver, Linux VMs
DevOps	CI/CD, deployments, automation, custom tooling, monitoring and alerting, Linux shells

KEY PROJECTS

- Lead and trained a team of engineers for developing a new mobile-first platform
 - Developed highly-available gRPC+REST APIs using Go and GCP and cross-platform app in Flutter
 - Assisted Korean telecoms and networking companies with migration to the public cloud
 - Built a disaster recovery suite for a large e-commerce platform using Python and Terraform
 - Developed product listings services for a large e-commerce site with Node.JS and React
 - Survey scripting editor and management platform using Python and Angular.
 - Modular platform and CMS to drive multiple internationalised websites using Python.
 - Mentoring and upskilling juniors, and teaching programming skills to new developers.
 - 3D modelling and programming for Lego games and military simulations using VR software and C.
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EXPERIENCE

SENIOR SOFTWARE ENGINEER | EIN Cloud | Feb 2019 - Apr 2020

Build, manage and lead an effective technology department and engineering team while leading the development of a cross-platform mobile app with Flutter. Develop the core business platform API using Go with support for gRPC and REST. Design mobile-first architecture using Google's Kubernetes Engine and Endpoints services. Assist Korean telecoms and networking companies with migration to the public cloud. Mentor and train developers in modern programming styles with clean code and idiomatic development principles

PRODUCTION ENGINEER | Dataquest | Oct 2017 - Sep 2018

Design, implementation and management of Cloud infrastructure and services, including Kubernetes and Gitlab, on AWS and Google Cloud. Migrate entire infrastructure and services from AWS to Google Cloud, source repositories from Gitlab to GitHub and CI/CD from Gitlab to CircleCI. Implement monitoring, alarms and metrics in Stackdriver to ensure high availability of all critical systems and logging strategies to gain insights into the running of systems and to better support metrics and alarms. Improved Docker-based code running cluster services and networking for running code from in-browser editors. Write services and CLIs in Go and Python to automate and provide interfaces to regular DevOps tasks and operations. Create Slack bots in Go to run operational tasks, such as deployments and rollbacks, communications, user management and convenience features for the teams. Write serverless functions in Python and Go to replace portions of the stack that are not time-critical.

SENIOR WEB DEVELOPER | Yoox Net-A-Porter | Mar 2015 - Sep 2017

Development of highly scalable web services and apps through the whole stack for the platform, employing Node.JS, Python, Go, Docker and AWS. Design and manage AWS infrastructure. Develop tools to automate the management and automation of AWS infrastructure, and continuous blue/green deployments. Drive technical direction, team development processes, tooling and working practices. Be a mentor to colleagues and help them grow both as developers and individuals. Use Agile practices and continuous integration and deployment to maintain efficient and streamlined development and to deliver regular and reliable releases. Development of various tools, CLIs and services to help aid developers in their daily activities.

SENIOR WEB DEVELOPER | YouGov America | Feb 2011 - Nov 2014

Design, development and implementation of JavaScript powered web applications for online public opinion research services, employing modern web technologies including JavaScript, AngularJS, HTML5 and CSS3. Responsible for the development of an internationalised survey platform utilizing the best of modern and technologies to deliver the best user experience. Develop an interface to allow researchers to script and manage surveys. Design a system where most business and presentation logic can reside in the client to maintain performance, reactivity and a dynamic user experience. Produce dynamic survey question widgets. Work to ensure cross device compatibility so surveys adapt well to varying screen sizes, orientation and capabilities.

APPLICATION DEVELOPER | YouGov PLC | Feb 2007 - Jan 2011

Design, development and implementation of distributed and internationalized CMS applications to serve the group's array of international websites. Support the company's growing demands for rich user experiences for our users and global content delivery and management user interfaces for the business. Integration with core business systems and service APIs.

ANALYST PROGRAMMER | Pipex Communications | Nov 2004 - Jan 2007

Design, development and management of Pipex group internal order processing systems using C#, ASP.NET, XML based technologies, SQL Server, HTML and JavaScript. Maintenance of Internal web systems including updates, changes and configuration.

WEB SYSTEMS PRODUCER | Proctor & Stevenson | May 2003 - Oct 2004

Design, develop and maintain desktop and web-based systems for producing Digital Variable Print marketing campaigns using C#, ASP.NET, XML, XHTML, JavaScript and SQL Server. Produce dynamic personalized websites to complement the print elements of the campaigns.

SOFTWARE DEVELOPER | Economic & Social Research Council | Jan 2003 - May 2003

Programming and interface design of software used by the Research Councils to automate the management of research data. Development projects and change requests require system wide investigation and interaction with clients to determine requirements. Each software build undergoes strict and constant testing of live versions plus thorough documentation of all stages of planning and development.

APPLICATION DEVELOPER | Kaisen Consulting | Mar 2001 - Jan 2003

Development and production of interactive online data collection and visualization systems using VB.NET, ASP.NET, XML, HTML, JavaScript and SQL Server, as well as general IT and network support.

SYSTEMS DEVELOPER | Toursoft | Aug 2000 - Mar 2001

Development of a web-based order-processing tool for Alamo vehicle rental on the Thomas Cook travel website, using C++, ASP, JavaScript and HTML. This tool is designed to be seamlessly embedded in Thomas Cook's website to allow them to offer Alamo vehicle rental as part of their travel services without the user having to leave the website and to incorporate the booking in orders for other services.

GRAPHICAL PROGRAMMER | Applied Visuals | Nov 1999 - Aug 2000

3D modelling, texturing and programming of virtual reality worlds and models using custom software, embedded C, 3D Studio Max and C++. Development of in-house software using C++ (MFC) and website design and management using HTML, JavaScript and Photoshop. Key project included the Lego Creator suite of games, interactive urban tactical training for the Ministry of defence and microlite flight simulation.

MULTIMEDIA DEVELOPER | Vega Group | Feb 1999 - Nov 1999

Production of large quantities of media rich interactive pre-flight pilot training material for the Royal Air Force using Authorware, JavaScript and Photoshop.

LINKS

LinkedIn	https://linkedin.com/in/berryphillips
GitHub	https://github.com/berryp
Instagram	https://instagram.com/berryphillips