Bevan Philip

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TECHNICAL SKILLS

Languages: C++, Python, JavaScript, Java, Golang, Kotlin
Frameworks: Angular, Spring Boot
Technologies: Docker, Kubernetes

EXPERIENCE

Software Engineer   September 2022 - Ongoing
Software AG   *Cambridge, UK*

- Lead developer in a new microservice product aimed at reducing costs for Software AG Cloud customers by provisioning the cheapest product for their needs. It was deployed in 4 regions, cumulatively servicing around 6000 customers and saving 1TB of RAM.
- Weekly test triage lead, working on improving the stability of an exhaustive test set containing over 2,000 tests ran in 10 different configurations. Outcomes included discovering and fixing a near 20-year old bug around random ID generation.
- As part of the process of preparing for an organisational change, I rewrote our internal licence key generator to help us split business operations.
- Integrated Apache Pulsar into our product.
- Stretched myself to learn Docker and Kubernetes - became one of three maintainers of key internal infrastructure, and accelerated our transition from fixed machines to containers for builds.
- Created an internal initiative to improve code quality by introducing code linting.

Junior Software Engineer   **August 2021 - September 2022**

- Modernised development by converting a 20 year old code base with 10,000 commits from Subversion to Git.

Student Web Developer   October 2018 - June 2021
Loughborough Students' Union   *Loughborough, UK*

- Part of a 2 person team migrating the Union from one Student's Union CMS to another, all while trying to preserve service for the 100 societies and other student groups relying on the website to provide activities for students.
- The above involved the creation of bespoke PHP code.
- Sole point of contact between LSU and the CMS vendor, following the departure of my senior colleague.
- Created eLearning content, collaborating with various stakeholders, including Loughborough University.

EDUCATION

Loughborough University   October 2018 - June 2021
Computer Science (BSc)   *Loughborough, UK*

- First Class Honors
- Degree mark: 77.9%
- (including OOP: 100%, Mobile Development: 96%, Functional Programming: 95%, Advanced AI Systems 93%, Formal Languages: 88%, Logic: 85%)

PROJECTS

Have CS rounds gotten slower? | *Golang, SQLite, Python, Pandas, Jupyter*   May 2023

- Understanding the evolution of rounds in the video game Counter-Strike, by processing 800 demos to analyse 20,000 rounds of play. Used Pandas to break down and visualise the data.

What Makes a CS Major Playoff Stand Out? | *Python, Pandas, Jupyter, Plotly*   June 2023

- Categorising what a good event in Counter-Strike looks like, by breaking down 10 years of play-off matches.

Bo Tree | *Kotlin*   October 2019

- An multi-featured Android meditation app, complete with reminders, history tracking and journaling. Built in Kotlin for a University module.