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Profile

- Dynamic, determined, self-motivated, innovative and experienced Java software engineer with domain knowledge in multiple industries.
- Experience in developing low latency and high throughput systems that are highly scalable and robust.
- Back end server side developer with business focus that thrives to deliver technological solutions to clients at scheduled deadlines.
- 11+ years of experience, fast learner, able to achieve defined goals and targets with highly developed strong technical skills, able to work under pressure and produce quality outcomes.
- Hard working with strong collaboration skills and self sufficient when required. Ability to lead team with determination to make a success of every project undertaken and enjoys a challenge.
- Analytical problem solver who is passionate for open source development whilst learning new skills.

Professional Experiences

April 16, 2016 – Present HomeOffice Government (Platform Developer – Contractor)
HomeOffice a department of UK government, focusing on developing a new digital platform to handle visa applications, collaborating with different government office as well as identifying patterns. A large micro web-service infrastructure with hadoop platform as ecosystem and message driven communication.

- Develop performant code for storing records into Hbase and balanced data (message pack, Snappy compression, secondary indexes, balanced hashed keys)
- Develop framework's to allow different teams to use and integrate
- Design and develop extensible data shape formats to support complex types
- Data shape support for version upgrade and downgrade and still not break dependencies
- Mutation library for applying delta changes to different objects
- Immutable data state for having complete visibility of data changes and calculating state
- Micro services – for decoupled functionality, resilience, faster deployments
- Event sourcing, processing sources via different system using kafka, samza
- Hadoop for analytical data processing and reports

Technologies: Java 8, Guice, Hadoop, MR, Hive, Hbase, Kafka, Samza, Storm, ActiveMQ

February 25, 2015 – April 13, 2016 Goldman Sachs (Platform Developer – Contractor)
Goldman Sachs an financial institution with 30k employees worldwide. Core derivates is the middle office for processing batch data for different systems so that it can be formalised in a analytic platforms.

- Processing terabytes of data using java, hadoop, sqoop – currently 3T a day
- Ingesting different type of document (fpml documents, csv documents, databases, different feeds etc)
- Constructing unified models and joining data together (avro/orc, hive, map-reduce etc)
- Designing schema evolution, mile-stoning, for data semantics to be the same overtime
- Process design modelling to ensure any stream can be rerun for given period and data is always retained
- Data enrichment where information may be available at different time and date and system
- Building frameworks to enable other teams to be more effective and productive I.e sourcing framework etc
- Collaboration across teams on shared technology (SEDA architecture for stream coordination etc)
- Dashboards and Rest Api systems to identify given account or trade activity between different systems
- Design and implement Sqoop as a Service tool for dependency management, multi-job support, real-time feedback, developer support, ease of use, json format job definition etc
- System Coordination sourcing, transformation, normalisation and validation across each stream dependency
- Data Streams Inventory proving visibility across stream pipeline for 500 of jobs and increasing
- Data Trending for visibility on the data sourced and its quality as well as used for detecting anomalies
- National/International team support with training and collaboration
- Delivering on time and under pressure based on business deadlines

Technologies: Core java, Groovy, Spring, Hadoop, Pig, Hive, Sqoop, Hbase, Phoenix, Elastic Search

February 25, 2013 – February 23, 2015 Sky (Platform Developer – Contractor)
NowTV a online streaming service to provide VOD and Linear Streams to customers across a different range of devices. A high; availability, volume and profile website with a multi tiered architecture that is robust whilst withstanding high peak loads.

- Agile methodology using Scrum to facilitate delivery. TDD and Pairing to produce high quality clean code.
- Continues deployment and integration for weekly delivery process using short feedback cycles
- Robust architecture handling 65k concurrent active streams and increasing with 100% uptime.
- Influences domain driven design to keep code behaviour self explaining and maintainable
- Instrumental in identifying and resolving performance issues from application tier through to MongoDB tuning.
- Large collection of catalogues that editors can manipulate and instantly publish throughout multiple channels
- Collaboration with multiple client teams to ensure project delivery is focused
- Transforming and modelling Sky's content channels i.e Sports, Movies and Entertainment
- Business logic for user authentication, session management, device management, payment integration etc
- Using Restful architecture to expose endpoints and REST/SOAP for communication with different third party
- Technical analysis and integration with devices: Xbox One, PS3/4, YouView, Roku, AppleTV etc
- Showcasing new features to product owners and business stake holders.
- Standardising REST APIs across all clients and maintaining compatibility against old APIs.
- Continuous load testing using Gatling with Scala ensuring API response time has not increased.

Technologies: Core Java, Agile, Pairing, TDD, BDD, Spring, Gradle, MongoDB, AngularJS, Gatling, Scala, REST, Groovy, Spock, Geb, Jetty, Cucumber, Git

January 1, 2010 – February 25, 2013 Electronic Arts (Server Developer/Platform Developer)
Playfish a studio of EA, leader of social games for facebook platform, with a list of reputable titles. Worked as a server developer on a highly scalable and distributable leading title "The Sim Social" facebook game with 2nd best game on charts for over a year, moving on to platform developer to improve the platform services used by other games and increase stability and robustness for all cloud services.

- Developing SOA services to be highly scalable, distributed, loosely coupled and highly available.
- Analysis, design, implementation and support of new services for cross game studios.
- Cross studio service integration and code reviews: payments, rewards, third party, discount coupons etc.
- Developed offline sharding utility for detecting unhealthy shards and manage non-performing services
- Removal of race conditions, increased throughput during peaks and increased transactions rate.
- Developed new CRM infrastructure to handle 20k read and writes per second using DynamoDB, S3
- Improved a core service by 40% for all studio live games using Amazon elastic cache instead of MySQL.
- Removal of MySQL locking and deadlocks, providing a 20% increase on data throughput and lower latency.
- Substituting MyBatis for plain JDBC on critical service for a 75% performance gain.
- Using Amazon SQS for processing game events using producer-consumer model.
- Core developer of Sims Social game that handled 10 million players a day and 500k concurrent users
- Designing and writing complex game functionalities for Sims Social and integrating with third party systems
- Improving shared frameworks, consulting with and proposing designs with different game teams
- RPC data layer for security and data compression for high performance
- Introduced the concept of immutable game states for high server availability and horizontal scaling.
- MySQL with sharding for user partition and protocol buffers for serialisation of user's game state.
- MySQL shard connection failure detection for identitying connection issues in any environment

Technologies: Core Java, TDD, BDD, DynamoDB, S3, SQS, Messaging System, DI, Aspects, JMeter, Jdbc, MyBatis, Jetty, MySQL, Redhat, Scrum, EasyMock, JBehave, Protocol Buffers, Guice

August 1, 2009 – December 1, 2010 Cognitive Match (Java Developer)
Cognitive Match provides content optimisation for customers with recommendation for content and products in real-time using combined mathematics, psychology and AI to increase conversion, revenue and profit.

- Worked across a range of projects to design and implement multiple services to ensure it scaled with growth.
- Distributed web service to handle high load of 5k transactions per second and loads of 10 million request daily
- Real time web services using multi threading for low latency and high throughput
- SOA architecture for high availability and robustness
- Using targets of serving average request of less than 0.8 per second
- Developed reporting tool for clients and in house admin data analysis.

- Improving IO latency by partitioning data across IO devices for faster CRUD operations
- EhCache and MemCache to handle distribution of recommendations via multicast publication
- Yahoo snapple project content recommendation where request served under 50 millisecond per request.
- ActiveMQ - for configuration management across different clusters.

Technologies : Core Java, Spring, JPA, JDBC, Servlets, ActiveMQ, Cassandra, Tomcat, MySQL, Redhat, Maven, Firebug, PMD, CheckStyles, Scrum, JMock, Groovy & Grails, Xtream, DbUnit, JUnit, RMI

April 1, 2008 – 31 July 2009 TalentScope (Java Software Engineer)

TalentStudio - an award winning product of an enterprise scale - is the most flexible, strategic, and the only fully configurable, human capital management software in the industry used by NHS, Astra Zenica etc.

Worked on the main web application adding new features such as talent identification, extensive reporting for dynamic field support, user permissions for different type of roles, dynamic data gathering/forms for departments to collect data etc.

Technologies: Spring, Hibernate, Oracle, DWR, Itext, Tiles

Jun 4, 2005 – Jan 18, 2008 Sensible Development Ltd. (Java Application Programmer)

1 year part-time followed by full time

A start-up software development company that focuses highly scalable and dynamic web applications.

Worked on developing Fantasy Manager online football game – a extensive web applications for users to play online, CMS system used by multiple client for e-commerce, online auction system for e-commerce trading/bidding.

Technologies: Core Java, Servlet, GWT2, MySQL, DWR, JUnit, DBUnit, CMS

Education

2003 – 2006 BSc Computer Science with Artificial Intelligence (2:1) University of Sussex
- **SHELL - STEP Employment Award Certificate -** Help start-up companies with innovative ideas.

2001 – 2003   Advanced Vocational Certificate of Education in ICT (AB) Lewisham College

References available on request