

# Connor Beardsmore

SOFTWARE ENGINEER · COMPUTER SCIENCE MAJOR · CURTIN UNIVERSITY

☎ 206 258 9943 | ✉ [connor.beardsmore@gmail.com](mailto:connor.beardsmore@gmail.com) | 🏠 [cbeardsmore.github.io](https://cbeardsmore.github.io) | 📱 [cbeardsmore](https://cbeardsmore.com)

## Education

### Curtin University

BSc IN COMPUTER SCIENCE, 90% CWA

*Perth, Australia*

*2015 – 2018*

## Skills

<b>Languages</b>	Java, Python, Javascript/Typescript, SQL, C, C++, HTML, CSS
<b>Frameworks/Architecture</b>	CQRS,DDD, Event Sourcing, REST APIs, React, Flutter, OpenCV, GraphQL
<b>Cloud/Infrastructure</b>	AWS, CloudFormation, Docker, Kubernetes, Terraform, Serverless, CI/CD, Firebase

## Experience

### Virtual Gaming Worlds

SENIOR SOFTWARE ENGINEER

*Seattle, Washington*

*Mar 2021 - Current*

- Full stack development on the Chumba Casino Games team, delivering web-based slots to the US market.

### Amazon

SOFTWARE DEVELOPMENT ENGINEER

*Seattle, Washington*

*Mar 2020 - February 2021*

- Homepage Platform team, owner of rendering all Amazon Homepage endpoints worldwide.
- Back-end development on a high-concurrency Java Spring application, serving hundreds of millions of requests a month.
- Specific focus areas in technical readiness, resilience and service readiness for Primeday and other high-velocity events.
- Developed Mobile Hero video card with 110 million impressions in initial test and 15% increase to Prime Video minutes streamed

### Virtual Gaming Worlds

SOFTWARE DEVELOPER, GRADUATE SOFTWARE DEVELOPER

*Perth, Australia*

*Mar 2018 - Mar 2020*

- Full stack development on a networked gaming system of up to 5000 concurrent users running on AWS ECS and RDS.
- Developed a greenfield Java API and Postgres database for Slot games, reaching 940,000 spins in its launch week.
- Implemented authentication via Auth0 JWTs with a domain-driven and event-sourced Java REST API as a backend.
- Rebuilt AWS cloud infrastructure via CloudFormation and Sceptre, enabling new environments to be provisioned within 30 minutes.

### Optiver Asia Pacific

SOFTWARE DEVELOPER INTERN

*Sydney, Australia*

*Nov. 2017 – Feb 2018*

- Developed the port of a C++ server and associated client library, and implemented the library into 2 Auto-trader systems.
- Performed data analysis using Python Pandas within an ETL framework with a PostgreSQL database.
- Developed an analytics dashboard with a Javascript front-end working closely with the HKD1 trading team.

### Thales Australia

STUDENT SOFTWARE DEVELOPER

*Perth, Australia*

*Mar. 2017 – Nov 2017*

- Streamed data from a RESTful api with AWS Kinesis and performed data analysis via AWS Athena.
- Implemented an AngularJS frontend backed by AWS Lambdas and API Gateway.

### Curtin University

SESSIONAL ACADEMIC AND UNIVERSITY TUTOR

*Perth, Australia*

*Feb. 2016 – Feb 2018*

## Projects

### fined - SlackBot for managing Team Fines

*Python, AWS, Serverless Framework*

- SlackBot utilizing the serverless framework, deployed to AWS and backed by DynamoDB.
- Performed TDD via PyTest and deployed the Bot via Github Actions to the Slack App directory

### SnapBounty - Android/iOS Photography App

*Dart, Flutter, Firebase*

- Android/iOS app developed in Flutter, published on the Google Play store.
- Utilizing Cloud Firestore as a NoSQL database, Cloud functions, and Google ML kit for image label detection.

### UpcomingEvents - Ubersicht iCalendar Widget

*Coffeescript, jQuery*

- An Ubersicht widget for Mac to display upcoming iCalendar events on the desktop.
- Developed in CoffeeScript and utilizing jQuery features with over 1200 downloads.

## Awards & Certifications

2019	AWS Certified SysOps Administrator	2018	Japanese Language Proficiency Test N5
2019	AWS Certified Solutions Architect - Associate	2017	Curtin Vice Chancellors Honour Roll x 4
2019	AWS Certified Developer	2015	Curtin Science Excellence Scholarship