

Connor Beardsmore

SOFTWARE ENGINEER · COMPUTER SCIENCE MAJOR · CURTIN UNIVERSITY

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Education

Curtin University

BSc IN COMPUTER SCIENCE, 90% CWA

Perth, Australia

2015 – 2018

Skills

Languages Java, Python, Javascript, Typescript, SQL, C++, HTML, CSS
Frameworks/Architecture CQRS,DDD, Event Sourcing, Microservices, REST APIs, React, Vue, OpenTelemetry, GraphQL
Cloud/Infrastructure SRE, AWS, Docker, Kubernetes, Terraform, Serverless, CI/CD, FluentD, Honeycomb

Experience

Virtual Gaming Worlds

Boulder, Colorado

‘ SQUAD LEAD, SENIOR SOFTWARE ENGINEER

Mar 2021 - Current

- Full stack development on the Luckyland Slots team, delivering web and mobile based slots to the US market.
- Squad Lead for a group of 4 engineers based in Romania, overseeing their growth and development.
- Re-architecture of error-prone Microservices to remove distributed transactions through an event-driven architecture.
- Consolidation of 2 Wallet systems into a single system handling 500K daily transactions, via the Stangler pattern.

Amazon

Seattle, Washington

‘ SOFTWARE DEVELOPMENT ENGINEER

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

Perth, Australia

‘ SOFTWARE DEVELOPER, GRADUATE SOFTWARE DEVELOPER

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

Sydney, Australia

‘ SOFTWARE DEVELOPER INTERN

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

Perth, Australia

‘ STUDENT SOFTWARE DEVELOPER

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

Perth, Australia

‘ SESSIONAL ACADEMIC AND UNIVERSITY TUTOR

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 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.

Awards & Certifications

2022	AWS Certified Solutions Architect - Professional	2018	Japanese Language Proficiency Test N5
2022	Certified Kubernetes Application Developer (CKAD)	2017	Curtin Vice Chancellors Honour Roll x 4
2019	AWS Certified Developer - Associate		