CHRIS SHEPHERD

Senior Software Engineer

DETAILS

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LINKS

LinkedIn

Github

Portfolio

SKILLS

Software Design and Development

Programming

Software Troubleshooting

Software Monitoring & Observability

Agile Development

Leadership

PROFILE

Highly motivated and skilled Senior Software Engineer with over five years' experience having worked in various Agile teams, developing large scale distributed systems for both startups and big-name companies. Having successfully shipped a number of big projects, I am proficient in several programming languages, as well as having experience with some of the latest cutting edge technologies. I have also released two mobile apps to both the Google Play Store and Apple App Store in my spare time with a total user count of over 12,000.

EMPLOYMENT HISTORY

Senior Software Engineer, Curve   London, UK

Jan 2019 — Present

Curve is a fintech startup based in London. It's aim is to build a platform which will simplify people's financial life by connecting their accounts to one smart debit card.

- Designing, developing and maintaining highly-available, scalable and robust distributed systems.
- Writing microservices in Go and PHP which use gRPC, REST, GraphQL and RabbitMQ. Running on Kubernetes with Istio in AWS EKS. MongoDB and PostgresSQL are used for storage.
- Technical lead on a project to build a modular, back-end driven user onboarding system.
- Successfully lead the move of the entire user onboarding process from our legacy PHP monolith to microservices written in Go. So far this has improved sign-up to 1st transaction rate by 50% and will allow for easier experimentation.
- Previously worked on developing virtual Curve cards which enabled us to release the Samsung Pay card. This product has increased monthly active users by 40%.
- Successfully shipped other projects from design phase to production including Curve Cash and Curve Send.
- Part of the on-call rota to help ensure all services are available and running correctly at all times.
- I also mentor junior engineers as well as new starters within Curve who want to get up to speed quickly in Go.

TECHNOLOGIES

Go

Java

PHP

Kotlin

JavaScript

PostrgreSQL

MongoDB

Kubernetes

Docker

Developer, IBM
Leicester

Oct 2015 — Jan 2019

- Worked on projects for a number of large external clients mainly as a back-end developer. Writing server-side code in both microservice and monolithic architectures using Java 8 and Spring Boot, with technologies such as Docker, Kubernetes, Elasticsearch, RabbitMQ, PostgreSQL and Redis.
- Using various software development techniques such as Test Driven Development and a number of Agile methodologies.
- Responsibilities for each project have included developing user stories, fixing defects and code reviewing.
- I undertook several training courses, both technical and non-technical, including MEAN Stack, Core Java, Java Spring and an Agile DevOps Workshop.
- I also passed the Oracle Certified Java Associate certification during my time at the company.

EDUCATION

Computer Games Programming, De Montfort University
Leicester

Sep 2011 — Jun 2015

First Class BSc Hons

PERSONAL PROJECTS

1. Kripto, an events-driven Bitcoin trading application which uses Coinbase APIs and makes intelligent decisions whether to buy/sell Bitcoin. This a set of serverless functions mainly written in Go, with some Python and Kotlin, which use AWS SNS, SQS and Lambda. MongoDB is used for storage.
2. A portfolio website built in Angular 6, with a small back-end written in Go. This can be found at www.chrisshepherd.io, along with more details about my other projects.
3. A Premier League Predictor app extended from the World Cup Predictor. This is also used to compete against friends by predicting scores for the Premier League. This app contains a lot of new features, such as live match scores and commentary. The back-end is written as microservices and hosted on Kubernetes.
4. A World Cup 2018 Predictor app in the Ionic Framework, with back-end APIs written in Kotlin using Spring Boot. The intention of the app is for users to compete against friends by predicting football scores for the 2018 World Cup. I decided to take this app down from the app stores once the World Cup finished, with a final user count of 6812.