David Barrell

Senior Delivery Lead & Software Engineer

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about

I am passionate about finding clean solutions to new problems, particularly in software engineering. While I am still excited by clean APIs, well-structured code, novel software architecture, and tuned CI/CD pipelines, these days I thrive on building product teams.

I have built up experience in a range of areas, from infrastructure engineering, backend development, and software architecture to pitching and delivering projects, but I thrive where I can work with a team of people who share my passions, whether I am contributing code, mentoring individuals, or leading a project's delivery.

Outside of work, I spend my time in the theatre, behind a music stand, or on the hockey field.

experience

Culture Amp

Senior Delivery Lead/Software Engineer

June 2018 - Present Melbourne, Australia

I began on the Collective Intelligence team, drawing insights out of our customers' survey results in order to help them collect, share and act on employee feedback. Since then, I have led and contributed to projects as a Team and Delivery Lead, including automated comment translation, rewrites of survey template management, a user-consumable reporting API, and various infrastructure uplifts. My current role as a Senior Delivery Lead of a cross-functional team of 12 sees me collaborating across the product lifecycle from discovery to release, with my team's wellbeing and growth as a primary concern. As a Mentor, I am also responsible for the performance, coaching, and development of a handful of direct reports. I was promoted to Senior Engineer in early 2020, and continue my involvement with the SRE practice, handling infrastructure design and deployments for new services, as well as contributing to internal infrastructure tooling and a construct library built with AWS's Cloud Development Kit (CDK).

Health and Biomedical Informatics Centre R2, The University of Melbourne

Software Developer

Ongoing development of GRHANITE medical data extraction system, enabling collection of anonymised data from clinics, pathology labs and hospitals.

July 2015 - May 2018 Melbourne, Australia Undertook major rewrite of client-side codebase in C#, released interfaces for new clinical management systems, developed technical support tools, handled CI/CD.

Capgemini

Senior Consultant (Contractor)

Jan 2018 Melbourne, Australia Contracted to provide guidance and assistance in effectively deploying a Python application to Heroku and AWS.

Teenyco

Co-Founder & CTO

July 2016 - February 2017 Melbourne, Australia Aimed to improve ultrasound diagnostics for use during pregnancies, as well as foster an increased connection between parent and unborn child. Developed technique to 3D print tangible models by extrapolating meshes from 2D ultrasound images.

Awarded CMB Capital \$10k award for Best Startup at the Wade Institute in 2016.

The Baby Club

Software Developer

October 2016 - March 2017 Melbourne, Australia Developed eCommerce website and back-end in Django, with a focus on Stripe API integration, handling single payments, as well as a custom lay-by implementation.

TuteMe

e Co-Founder & CTO

January 2016 - December 2016 Melbourne, Australia Developed a mobile tutoring marketplace, connecting university tutors with students in a scaleable way. Developed software, and managed partnerships and marketing.

Ormond College

Software / Web Developer

Jan 2015 - Dec 2015 Melbourne, Australia Developed internal portal for 600+ staff and students, including custom plugins to integrate with College's existing systems.

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education

2016 - 2019

Master of Engineering (Software)

First Class Honours
The University of Melbourne

2012 - 2015

Bachelor of Science (Elec. Systems)

The University of Melbourne

2012 - 2015

Diploma in Music (Practical)

The University of Melbourne

2011

VCE, ATAR: 96.75

Scotch College, Melbourne

references

Available on request

leadership

Chair

Ormond College Middle Common Room

Elected executive of the graduate student body at Ormond College. Along with a team of 5, I represented the interests and welfare of 100 postgraduate students, and was responsible for managing a \$50,000 budget, contributing to college-wide operations, and advising on decisions and strategy affecting community and long-term culture.

Mentor SuperHack 2017

Mentored a team of high school students in a hackathon aimed at providing young girls with exposure to engineering careers. Created an IoT pill dispenser designed to improve adherence to drug regimens, placing second in the competition.

Musical Director / Technical Director Various theatre companies

In these positions, I have worked with the cast and crew of over a dozen productions, developing my leadership and interpersonal skills, as well as my ability to navigate complex issues in a team. The diverse interests and individuals involved in artistic teams often create challenging scenarios, which require careful leadership and creative solutions. I have found the skills these experiences have given me complement my technical leadership well.

projects

CommunityAid

National Finalist in Microsoft Imagine Cup

Django-based web application designed to assist communities to help themselves in disaster situations. Allows users to quickly understand their immediate situation, and respond to events during and after an emergency. Utilised Twilio for alerts, and Azure for deployment.

OnTask

Django and Ionic Mobile App

Lead Developer for team of five, creating a gamified job sharing app for client. Allows users to post tasks, apply and bid for tasks, and rate each other on task completion. Masters Software Project at The University of Melbourne.

Non-English Tweet Sentiment Analysis Cluster/Cloud Computing

Produced a report examining the sentiment, and other data, of non-English tweets in Australia. These tweets were harvested and stored in CouchDB, which was then used to analyse the data. Visualised on a simple front-end, utilising MapBox and D3.js. Included fully automated deployment to OpenStack, using Boto and Ansible.

SliderAl

Al Computer Player

Developed a game-playing AI for the game 'Slider' in Java. Utilising a alpha-beta pruning strategy and an implementation of the TDLeaf machine learning algorithm to improve performance over time.

technical skills

Languages Ruby, Typescript, Elixir, Kotlin, Python, Java, C#, C

Frameworks React, Flask, NodeJS, Django, ASP.NET, AngularJS

Databases PostgreSQL, MongoDB, MSSQL, MySQL, CouchDB

Other SRE, Event-sourcing, Microservices, CQRS, AWS, Docker,

Cloud Development Kit (CDK)

More information, including other projects and full work history, can be found at www.davidbarrell.me.