DAVID ALISTAIR MEADE JR.

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SOFTWARE ENGINEER

SUMMARY

Software Engineer specialising in Infrastructure, MLOps, Platform Engineering and Site Reliability Engineering (SRE), with professional experience in AWS, Azure, Docker, Kubernetes, Ansible and Terraform. Proficient in CI/CD using Jenkins and Argo CD, and monitoring with Grafana and Prometheus. Strong programming background in compiled languages C and C++, along with dynamic and cross-stack languages such as Python and TypeScript. Collaborative systems thinker with a first-principles approach to building scalable infrastructure for high-performance customer-centric products.

SKILLS

- **Programming:** Python, C++, C, TypeScript, JavaScript
- **Platforms & Tools:** AWS (EKS), Azure, Docker, K8s, Linux, Terraform, Ansible, Git, Jenkins, Argo CD, Grafana, Prometheus
- **Technical Skills:** CI/CD, Infrastructure as Code, GitOps, Systems Design, Monitoring/Observability, Container Orchestration

PROFESSIONAL EXPERIENCE

Software Engineer (Platform)   **2023 - Present**
Capgemini   **Hybrid**

- Implemented Docker and Kubernetes across Prod/Non-Prod environments to streamline deployments and resolve infra issues—improving stability and reducing incidents, as reflected in fewer support escalations and more consistent uptime.
- Integrated Software Composition Analysis tools (Nexus IQ), wrote Ansible & Terraform scripts to mitigate vulnerabilities and resolved Jenkins health check issues—streamlining pipelines and boosting security, evidenced by less manual intervention.
- Administered Prod/Non-Prod environments along with CI/CD pipelines (Azure, ARM templates, SonarQube, Git) improving deployment reliability and delivery speed, as evidenced by smoother production rollouts & fewer pipeline failures.

Software Engineer   **2022 - 2022**
Flooz   **Remote**

- Implemented automated regression tests to improve platform reliability, reducing bugs and QA escalations, as shown by more stable releases and fewer support tickets.
- Built an embedded token exchange widget using TypeScript and React, enabling crypto partners to integrate seamless swap functionality on their website and increase revenue, as reflected in higher transaction volumes across partner platforms.
- Developed responsive trading and dashboard components using TypeScript and React, improving user experience and engagement on the platform, reflected in increased trading volume and positive user feedback.

Software Engineer (Degree Apprenticeship)   **2017 - 2022**
Santander   **On-site**

- Built metrics tooling using Angular/TypeScript for PoCs within the Innovation Hub and maintained Jenkins deployments— boosting engineering efficiency and collaboration, as shown by faster feedback loops and greater tool adoption.
- Developed frontend features for "Skill-Up," an internal platform built with Angular, TypeScript, and Java, enhancing cross-team collaboration and mentorship. Led to increases in usage of internal up-skilling tools and mentoring.
- Built custom dashboards using Angular and TypeScript, enhancing visibility and decision-making for internal product teams, reflected in improved task tracking and more data-driven planning.

EDUCATION

Master of Science (M.Sc.) in Computer Science, Georgia Institute of Technology   **2025 - 2027**

- Algorithms, High-Performance Computer Architecture, Artificial Intelligence, Advanced Operating Systems, Deep Learning, High-Performance Computing, Distributed Computing, GPU Hardware & Software, Compilers Theory & Practice

Blockchain and Distributed Systems, Imperial College London   **2022 - 2022**

- Distributed Systems, Blockchain Technologies, Systems Design, Smart Contract Engineering, Decentralised Oracle Integration

Bachelor of Science (B.Sc.) in Computer Software Engineering, BPP University   **2017 - 2022**

- Programming in Python, Maths for Computing, Information Security, Computer Networks, Systems Analysis & Design, Database Management, Object Oriented Programming, Web Application Development, Software Testing