

# Lloyd Moore

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 [Lloyd Moore](#)

Technically accomplished and commercially minded leader with a passion for delivering quality data and operations solutions / strategies for client organisations ranging from start-up to blue-chip institution and across FinTech, Insurance and Retail industries, both on and offshore: -



Proven ability to deliver results through leading, engaging and influencing at all levels with recent highlights being;

- ✓ **Recovery of failing programmes into production ready solutions, under budget and ahead of time.**  
Brought in to lead the development team on a failing machine-learning project for CollectorIQ. Reduced technical debt within four months to a position to allow onboarding of critical clients including US Trust (The Bank of America)
- ✓ **Driving and improving operational and commercial performance** through both tactical and strategic initiatives covering automation and efficiency including: -
  - ✓ Challenged organisational beliefs to identify opportunities, design and deliver automated application software solutions within the insurance industry, reducing deployment time from 4 hours to a matter of second
  - ✓ Reduced data expenses for a digital advertising platform by over 1500%

Seeking a new opportunity to add value through provision of specialist technical leadership and hands on capability. North East based, globally accessible.

## CURRENT EMPLOYMENT:



**Site Reliability Engineer**

**June '19 to Present**

Contract position in newly formed role of Site Reliability Engineer (SRE) intended to help improve the operational reliability of product deployment

### Primary responsibilities: -

- Provide governance of dev-ops engineering team's practices to ensure deployment of applications in a performant, cost-effective and resilient manner.
- Driving the dev-ops efforts towards a fully automated ecosystem.
- Help remove organisational confusion over the purpose and validity of SRE role to remove resistance and improve engagement
- Support the development of a universal blueprint for the SRE role covering the fundamental pillars of reliable engineering.

### Key technologies: -

*Amazon AWS; Azure; Kubernetes; ECS; Terraform; Cloudformation; Packer; Ansible; Jenkins; Python; Java*

## PREVIOUS EMPLOYMENT:



**Solutions Architect (Contract)**

**July '18 to June '19**

Joined respected challenger bank as part of an accomplished enterprise architect team, migrating the bank from on-premises data centres to a cloud-based solution (GCP).

### Primary responsibilities: -

- Designed end to end anti-money laundering (AML) architecture for the whole banking platform.

- Designed infrastructure architecture for new MuleSoft integrations, working with the BAs and development team to design RAML specifications in line with current API standards.
- Lead technical architect for microservices and DevOps architecture.
- Provided expert technical knowledge to data migration and interface aspects. On point for providing guidelines and principles for the bank for microservices architecture.
- Security architecture using principles of zero trust networks with the help Kubernetes, Calico and Istio.
- Designed and delivered “buy vs. build” framework to allow more effective and efficient procurement choice.

**Key Technologies: -**

*Kafka; Kubernetes; Calico; Istio; Terraform; Ansible.*



**Head of Software Delivery (Contract)**

**Mar '18 to Jun '18**

Headhunted to deliver operational recovery programme including invigoration of technical capability, process improvement/ efficiency and operational readiness for onboarding of a new insurance underwriting, servicing and claims management platform

**Primary responsibilities / achievements**

- Design and delivery of the company's DevOps processes in order to improve quality of code delivery, reduce development bottlenecks and cut production costs.
- Introduced processes for DevOps / DevSecOps to provide better safety guarantees for customer data.
- Provided mentoring and training to the development, DevOps, testing and leadership teams.
- Redefined the technical team structure, including hiring, onboarding and ongoing development tech teams.
- Migrated the company code bases from Subversion to Git and orchestrated the move from fixed environments to a fully containerised system end to end using Docker and Kubernetes.

**Key technologies**

*MySQL; Golang; Java; Docker; Kubernetes; Netezza; Guidewire*



**Technical Project Lead**

**May '17 to Mar '18**

At the point of joining, CollectorIQ was a two-year old, VC funded start-up built to allow better evaluation of art assets through the use of machine learning.

- Provided a technical strategy in order to rescue a failing project in line with the business needs for the next four quarters. The roadmap was split into 3 streams:
  - BAU and loss reduction
  - Innovation
  - Technical staff and resources
- Responsible for site reliability and data integrity.
- Significantly reduced technical debt after four months and was instrumental in onboarding The Bank of America as the company's first enterprise customer.
- Planned and executed the migration from co-located servers to a cloud strategy using Amazon AWS (VPC per environment, EC2, Lambda) and introduced and trained the team on the use of Terraform and Ansible.
- Designed and implemented data security compliance framework and disaster recovery solutions, ahead of time and budget
- Hired, trained and provided DevOps leadership and support for the AWS stack, using Terraform for infrastructure, Ansible for provisioning and TeamCity for the administration of deployments of builds
- Defined Disaster Recovery and redundancy planning for a very large bank as an enterprise client
- Designed and managed the data migration from in-house servers to AWS Aurora

**Key technologies**

*AWS; PostgreSQL; NodeJS; Docker; Kafka; TensorFlow*



## Technical Architect: Eve Valkyrie

Jan '15 to May '17

Eve Valkyrie is a AAA VR Game, available on PS4VR, Oculus Rift and HTC Vive.

- Provided consultation on stabilizing and improving the backend infrastructure to facilitate immutable server deployments that could scale at a sub instance level.
- Developed infrastructure to allow multiple people to play simultaneously online, allowing software to scale efficiently during spikes in player activity across the global network
- Implemented algorithms used to better match teams of players using history and confidence ratings to provide a better user experience and increase profits through enhanced retention
- Provided mentoring to the backend team on network application, data integration and availability and assisted in the hiring process for developers.

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## LOOKBOOKS

### Technical Lead

Aug '12 to Jan '15

#### Primary responsibilities: -

- Design and implementation of a REST API, fronting an event driven architecture for the lookbooks brand.
- Hiring and mentoring of developers, providing training plans and development roadmaps.

#### Key achievements

- Engineered a path from a legacy PHP application that used a deprecated version of CakePHP to an API based approach using SlimPHP, with unit testing, CircleCI and git integration.
- Built the application architecture on AWS, using lambda for asset processing after analysing the existing instance-heavy asset processing pipeline, reducing costs by 900%.
- Reduced costs massively after careful analysis to realise their most significant challenge was managing data updates and switching to an even driven approach.
- Built a CQRS-focused framework that powers a workflow / estimation / invoicing tool for a significant portion of the creative talent representation and production industry.
- My contributions continue to have an impact on Lookbooks' product that is focused on individual creative artists.

## PornTube

### Technical Lead

Sep '11 to Jul '12

#### Primary responsibilities:-

- Modernising the development team's workflows, introducing a more agile approach.
- Mentoring team members and designing MVPs.

#### Key achievements

For further career history, please reference LinkedIn profile, [here](#).

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## EDUCATION:



### HNC Engineering

1996 to 1998

- **Result:** Pass

- Subjects covered included Electrical Principles, RF Engineering, Three Phase Induction Motors, Power Electronics, Programable Logic Controllers, Control Systems, Specialised Mathematical Studies, Analog and Digital Electronics.