

Edd Mann

Software Engineer



Contact

Website

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Email

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About

Lead Software Engineer with 15+ years' experience building reliable, evolvable systems using DDD, event sourcing, AWS Serverless, and event-driven architectures. Full-stack skills include PHP, TypeScript, React, and Terraform. Passionate about solving business problems through cross-functional delivery, continuous learning aided by side projects, and sharing knowledge through writing and podcasting.

GitHub

[eddmann](https://github.com/eddmann) (<https://github.com/eddmann>)

LinkedIn

[eddmann](https://www.linkedin.com/in/eddmann/) (<https://www.linkedin.com/in/eddmann/>)

X

[edd_mann](https://x.com/edd_mann) (https://x.com/edd_mann)

Bluesky

[eddmann.com](https://bsky.app/profile/eddmann.com)

(<https://bsky.app/profile/eddmann.com>)

Work Experience

Instapro

Lead Software Engineer

2022 - 2025

Promoted to Lead Software Engineer after the MyBuilder and Instapro merger, shaping technical direction and leading key greenfield projects in a larger organisation.

- Led a major retailer integration service, running event storming sessions and collaborating with stakeholders from design to rollout. Delivered using React, TypeScript, PHP, and AWS Serverless.
- Built a chat platform as a micro-frontend vertical-slice service, enabling rapid delivery and experimentation with custom markup, Slack-like features, and an internal 'Surface Builder' tooling.
- Drove architectural decisions and guided teams in breaking up the monolith, adopting vertical-slice service ownership, and designing around subdomains and bounded contexts.

MyBuilder

Site Reliability Engineer

2019 - 2022

Transitioned to a Site Reliability Engineer role to focus on cloud-native infrastructure and platform enablement, supporting development teams and contributing to architectural decisions.

- Led the development of a greenfield insurance application and underwriting system (MyBuilder Plus), delivered in under six months using DDD, Event Sourcing, CQRS, Hexagonal Architecture, Terraform, and Serverless technologies.
- Migrated all services to Serverless (AWS Lambda), reducing operational overhead, empowering teams to focus on business value, and accelerating delivery.
- Created internal developer tooling, including a CLI to streamline service discovery and local development, significantly improving developer productivity.

MyBuilder

Senior Software Engineer

2016 - 2019

Promoted to Senior Software Engineer, leading major product features, mentoring junior engineers, and shaping infrastructure strategy.

- Led migration from on-premises to AWS using Terraform and many AWS services.
- Built an event-sourced Tradespeople shortlist billing bounded context within the modular monolith.

MyBuilder

Software Engineer

2014 - 2016

Worked in a small, agile team applying modern engineering practices across the stack. Delivered both greenfield and brownfield projects, deepening my technical and business domain expertise.

- Drove key product features that contributed to MyBuilder's acquisition by IAC in 2017.
- Supported the migration to a modular monolith architecture, helping discover subdomains and architect bounded contexts.
- Built a greenfield RESTful microservice for Tradespeople trade assessments, ensuring qualification standards on the platform.

360 Software Solutions

Web Developer

2011 - 2013

Delivered tailored web solutions for diverse clients, balancing new and legacy projects while honing communication and problem-solving skills.

- Designed and implemented a modular MVC PHP content management platform, enabling rapid and efficient client website development.
- Led the end-to-end development of a large-scale, web-based mobile search engine start-up, overseeing architecture and delivery.
- Developed and launched a cross-platform mobile application for iOS and Android using Titanium, expanding client reach.

Education

Bachelor of Science in Internet Computing

University of Greenwich

2008 - 2011

First Class Honours

BTEC National Diploma in IT Practitioner

West Kent College

2005 - 2007

Distinction, Distinction, Merit

Awards

School Prize for Outstanding Achievement (Computing)

University of Greenwich

2011

Awarded the School Prize for Outstanding Achievement in the Undergraduate Computing programme, achieving 74%+ in every module across all three years.

Skills

Leadership & Delivery

Product thinking Stakeholder management Roadmapping and prioritisation Direction and architectural guardrails
Hiring, onboarding, and mentoring Incident leadership

Languages

PHP JavaScript TypeScript Python Rust Swift SQL

Frontend

React Next.js Redux Toolkit Vite BEM Tailwind CSS Styled Components PWA (Service Workers, Workbox)
WebAssembly

Backend

Symfony Laravel

Cloud & Infrastructure

AWS Terraform Serverless Framework CDK AWS Lambda S3 EventBridge SQS SNS RDS
ECS Fargate

Databases

PostgreSQL MySQL Redis DynamoDB

Architecture & Practices

Domain-Driven Design Event Sourcing CQRS Hexagonal Architecture Event-driven Architecture
Micro-frontends Microservices

Tooling & DevOps

Git Unix Docker GitHub Actions Puppet

Testing & Monitoring

Automated testing Continuous integration Continuous delivery AWS CloudWatch Datadog Grafana Sentry

Projects

santa-lang (<https://eddmann.com/santa-lang/>)

A functional, C-like programming language for Advent of Code puzzles that blends the most effective features from languages I've worked with, featuring a tree-walking interpreter in TypeScript and Rust.

MyPodcast (<https://mypodcast.cloud/>)

A SaaS that turns saved articles into narrated podcast episodes using LLMs for summarisation and text-to-speech, delivered directly to your podcast app.

Our Wedding Website (<https://github.com/eddmann/our-wedding-website>)

A serverless PHP/Symfony project demonstrating DDD, Hexagonal Architecture, CQRS, and Event Sourcing, used at MyBuilder and Instapro to teach core architectural patterns with Terraform IaC and robust testing.

Serverless Fargate (<https://www.npmjs.com/package/serverless-fargate>)

A Serverless Framework plugin for managing long-running Fargate ECS tasks, averaging over 8,000 weekly downloads on NPM.

Chessmate (<https://chessmate.cloud/>)

A multi-engine chess analysis Progressive Web App with online (AWS Lambda) and local (WASM) chess engine support, plus an iOS app available in the App Store.

Advent of Code (<https://github.com/eddmann/advent-of-code/>)

Completed (almost) every Advent of Code puzzle in multiple languages to deepen my skills and explore new programming paradigms.

Languages

English

Native

Interests

Podcasting

- Host of Compiled Conversations, interviewing influential figures in software and technology.
- Co-hosted Three Devs and a Maybe (2013-2019), covering a broad range of software topics.

Running

- Passionate long-distance runner with 20+ marathons and an ultra marathon completed; known for early morning runs and obsessively tracking stats on Strava.

PCB Design

- Learning PCB design by building a custom electronic chessboard using Chessmate APIs, and documenting the process on my site.

AI & Machine Learning

- Exploring AI's impact on software development through hands-on projects.
- Building predictive models (e.g., fantasy Formula 1 outcomes) to deepen ML expertise.
- Using CNNs to detect chessboard states, powering new Chessmate features.

References

| Available upon request