Manos Kammas | Software Engineer

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I am a software engineer with over 6 years of experience. I mostly work in backend systems using software engineering best practices and test-driven development. My interests lie in system design and architecture

Work Experience

Software Engineer at Asos   Nov 2019 - Present

Currently working on a team that is responsible to integrate the Product Information Management system with other internal teams through API calls embracing DevOps practices. Our focus is on improving the performance, resiliency and scalability of the APIs

- Delivering Docker and Kubernetes training to internal teams
- Developing new features and maintaining more than 25 microservices
- Responsible for improving our operations and triaging incoming incidents
- Achieved 10% reduction in our Azure costs by refactoring the test process cleanup to release unused cloud resources
- Organised a series of meetings to promote collaboration and knowledge sharing across engineering teams
- Led a series of 'Engineering Decisions' meetings to discuss new technologies, and promote best practices within my team. These included code consistency approaches, test hygienic, and test framework comparisons (e.g. JUnit 5 vs Spock), showcasing the benefits in developers efficiency
- ***Technologies used:*** Java 11, Kibana / Grafana, Kubernetes, Azure (Service Bus, Cosmos DB), Spring (Boot, Actuator), Swagger, Route 53

Software Engineer at Camelot Lottery Solutions   Aug 2017 – Oct 2019

Loterie Romande (2018 - 2019)
Developed new features for a Keno type game for the Loterie Romande interactive platform. Tackled issues related to the availability and time synchronisation of the 255 daily draws

- Redesigned the computation domain model used for our draw-based games making it simpler and easier to reason about
- Integrated with "apixu API" in order to provide weather information in our games
- Implemented new APIs using Spring Reactor and Server-Sent Events
- Architected and deployed microservices on Kubernetes
- Proposed, designed, and delivered an internal tool where we could see upcoming draws from our biggest customers in order to plan ahead and avoid unexpected spikes or issues
- ***Technologies used:*** Java 8, Cassandra, Kubernetes, Wiremock, Docker, Spock, Spring (Boot, Data, Integration)

UK National Lottery (2017 - 2018)
Worked on the UK National Lottery web platform with millions of daily active users and more than 4000 payment transactions per minute. A highly regulated environment with stress on security and performance

- Took the initiative to clarify requirements for a delayed project, proposed alternative solutions, and in the end successfully delivered
- Led meetings on automation testing and how to troubleshoot issues
- Improved our continuous integration process which led to faster compilation times and built new tools that allowed for better automated testing
- Provided assistance to the business analyst by defining acceptance criteria
- Proactively created and maintained the developer guide for new starters
- Acted as mentor and trainer for new hires
- ***Technologies used:*** Java 8, DB2, Grails 3, Apache CXF, Mockito / Spock / Selenium

QA Automation Engineer at Camelot Lottery Solutions   **Jun 2015 – Aug 2017**

- Designed and built an application to automate the reconciliation and validation of the generated reports against the reports from the financial regulator
  - Proposed the above application as a new project to the senior management team
  - Gathered requirements and worked closely with QA leaders and business analysts
  - Led a team of two developers and two testers
  - Increased testing quality and efficiency
  - Implemented APIs following domain-driven modelling
  - Presented weekly demos to senior management
- Instant Win Game (IWG) tickets validator framework
  - Designed and developed a framework to test the business requirements of the engines that produce IWG tickets
  - Generated statistical reports directed to the senior management
- Implemented a cross-browser testing framework based on Selenium replaying specified moves on the UI, to automatically test the different price outcomes of our games
- ***Technologies used:*** Java 8, Spring Boot, MySQL, Hibernate, MyBatis, JUnit / Mockito / Spock

Education

Harokopio University of Athens   **2009 – 2014**
- Bachelor of Science in Informatics and Telematics (2:1)
- Thesis: Satellite images processing for burn scar mapping, using MapReduce and Hadoop for parallel-processing large scale data

Projects

Designed and built the website for the biggest beach volleyball club in the UK sideout.club   **2019**

Certified courses

- NeoLoad training from Neotys   **2018**
- Codebashing Security Training for Java   **2018**
- Docker for Java Developers   **2018**
- Software Architecture for Software Engineers   **2018**
- Java Memory Management   **2019**
- Kubernetes Certified Application Developer (CKAD)   **2021**