

## Experience:

### Glofox - Product Engineer

04/2020-12/2022

Upon joining Glofox, a rapidly expanding gym management software suite for boutique studios, I was faced with over 50 P1 bugs and 250 total issues in the memberships team. During my tenure, I played a crucial role in resolving all P1 bugs while contributing to the implementation of numerous features and services. This effort solidified Glofox as an industry-leading fitness software. I actively participated in the design and development of Greenfield services, allowing studios to enhance existing subscriptions and transition away from the legacy monolith. The technology stack I worked with comprised Java 11-15 for backend, React and Redux for frontend, and PostgresDB, MongoDB, and MySQL across the organisation.

### CGI - Technical Consultant

09/2018 - 03/2020

#### Global Technology Consultancy.

At CGI I modernised code for critical government infrastructure. I've helped build an internal member management tool using Spring Boot & Hibernate and helped with API design and database structure. I completed the following a Scrum Master Certification and an AWS training for Associate Developer course. I implemented the AWS knowledge on my personal website using Cloudfront, Codebuild, Codepipeline, Elastic Beanstalk and S3.

### Gamesys Ltd - Software Engineer

08/2015 - 08/2018

#### Online Games Industry - Global - Highly Regulated.

2 years grad scheme followed by 1 year in the payments team.

#### Cashier Team: Docker - Ansible - Python - Java - Spring - JavaScript - GOC

12/2016 - 08/2018

In a BigData project, I developed cloud-based event pipelines and created real-time data visualizations using Google Data Studio and BigQuery. I improved continuous delivery with Ansible scripts, integrated new payment provider APIs into a legacy system, and implemented RESTful contracts. Our team rotated Scrum Master duties monthly.

#### Data Warehouse: Java - GCP - Adwords

07/2016 - 12/2016

Individual project working with PPC marketing team to connect with the AdWords API to help drive automated bidding. Results saw large increase in click conversions and removed hours of weekly work for the PPC team. Spiked Big Data processing for the company, building data flows with Google Cloud.

#### Games Studios: JavaScript - pixi.js

01/2016 - 07/2016

Developed a slot game that is one of the most used across Gamesys ventures. Working closely with designers and other stake-holders to ensure the product was a success.

#### Member Team: Java - JavaScript - Docker

08/2015 - 01/2016

Developing and maintaining in house CRM systems, using TDD and BDD (cucumber tests) to build RESTful micro-services that interact with MySQL and graph based Neo4j databases.

Involved in the design stage of the companies regulatory compliant Anti-Money Laundering system.

### Sick Cover Ltd - Product Owner

10/2015 - 07/2017

#### Startup

I helped manage the backlog and write user stories for the app. I was also involved in sales and meeting clients at conferences to gain insights into improvements for the app.

## Technical Skills:

Jira, Confluence, Notion, Github, UNIX, OSX, Adobe Photoshop, AWS cloud watch, lambda, s3, GCP, BigQuery, Dataflow, Google Datastudio, Docker, Ansible, Java 11, 15, & OCA Java 8 Qualified, groovy, html5, CSS, javascript, SQL, React, Spring, Postgres, MySQL, MongoDB

## Education:

Royal Holloway, University of London - Computer Science and Mathematics BSc

2012 - 2015

Project: A Study in Human-Computer Interaction

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## Interests:

Marketing, economics, football, swimming, skiing, piano, travelling, pub sports and aspiring paraglider