

Experience:

Glofox - Product Engineer

04/2020-12/2022

Global SaaS Gym Management

Java 11-15 - Hibernate - Spring- CQRS - React - Redux - AWS: Cloudwatch; EC2 ;RDS - CircleCI - Looker - Postgres - MongoDB - MySql

Glofox is a fast growing company selling a gym management app suite for boutique studios, upon joining I was faced with over 50 P1 bugs and 250 total issues in the memberships team at the start of the COVID-19 pandemic. This was a critical time for the business with many gyms facing closure at the same time. During my tenure, I played a crucial role in resolving all P1 bugs while contributing to the design and implementation of numerous features and services. This effort solidified Glofox as an industry-leading fitness software suite. I actively participated in the design and development of greenfield services, allowing studios to offer a better experience to their customers and transition Glofox away from its legacy monolith all while navigating the additional changing requirements of COVID.

CGI - Technical Consultant

09/2018 - 03/2020

Global Technology Consultancy.

Java - Spring Hibernate - Cloudfront, Codebuild, Codepipeline and S3.

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.

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 - GCD

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

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, ElasticBeanstalk, Google Datastudio, Docker, Ansible, Java 11, 15, 17, groovy, html5, CSS, javascript, SQL, React, Spring, Postgres, MySQL, MongoDB, Redux

Education:

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

2012 - 2015

Project: A Study in Human-Computer Interaction

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