



## Experience

### Technical Lead of Web Products – RealityMine

January 2016 – Current

Like my previous role, I was responsible for development, as well as overseeing coding standards, development practices, mentoring junior developers, and technological choices across all web-based products.

Whilst working as Technical Lead, I have overseen:

- Design & implementation of new serverless, event-driven microservice architecture (Implemented using Serverless PHP).
- Design & implementation of new client-facing portal based on Angular hosted on S3 and Cloudfront, and a separated UI / API to allow for modularity and reusability.
- Migrating legacy systems to new development standards (Migrating from C# .net to Serverless PHP).
- Maintaining legacy systems (Written in C# .net).
- Mentoring and training junior members of the team.
- Implementing coding standards and code-quality checks, such as maintaining PSR-12 standards, static analysis of code to catch bugs early, and minimum unit-test coverage of all new projects.
- Led new development language adoption across the business (Angular 2+, Laravel/Lumen, Serverless Framework).
- Led new technology adoption on AWS used across the business (Lambda, WAF, Serverless Aurora).
- Converted old infrastructure to Infrastructure as Code (Terraform).
- Migrating legacy file-processing systems to work with newer pipeline-based technologies (Kinesis Data Analytics).

### Backend Web Developer – RealityMine

November 2014 – January 2016

I began at RealityMine, a digital market research company, with the brief to 'build an analytics platform'. My primary role was to gather requirements, design, and architect a new system to analysis the big data that was being collected. The project was built upon the Laravel framework for RESTful API's, and AngularJS 1.x for the UI interaction. This was customised to fit with the company's time-based market research, which is unique in the industry.

I improved upon my skills attained in my previous role by learning how to apply Unit Testing of both API and UI layers (PHPUnit & Jasmine/Karma), as well as using dedicated build pipelines using Jenkins to allow for a Continuous Integration approach to application development.

Whilst in this role, I also liaised with business stakeholders, UX designers and product owners as to how to improve the product.



## **Lead Software Engineer** – Nutickets & Nuweb Systems Ltd [July 2011 – September 2014](#)

Whilst at Nutickets, my main responsibilities are the creation of new features, performing localisation for new International markets, modifying existing features to fit new market needs & liaising with clients with technical difficulties.

I also built the ticket selling engine, implementing payment gateways such as PayPal, Sagepay, PayU, WorldPay & a custom-wrote Barclays MPI class (PHP class connecting to a C class running on the server for 3D Secure), promotional tools engine incorporating the Facebook Open Graph API & Twitter API, a booking system linking with RestaurantDiary, iOS Passbook Integration for Mobile Tickets & a guest list reservation engine built with the Development Platform developed at Nuweb Systems.

Some projects included the implementation of a templating engine using Twig, website speed optimisations which included the use of caching to both Memcached & Redis nodes, along with query & code optimisations, as well as integrating Stripe to automatically collect usage fees.

## **Software Engineer** – Nuweb Systems Ltd [March 2010 – July 2011](#)

Whilst with Nuweb Systems, I have assisted in the development of a custom MVC framework used by the company.

This was used to create a management system for a company called Rough Hill, one of the largest student promoters in the UK, to enable them to manage the cash flow of their business, along with their employee database of over 3000 people. I created some of the key features of the system, such as the Profit & Loss section & Employee timesheet sections, allowing the company to keep track of their cash flow totalling over £1,000,000.

## **Software Engineer** – Fatsoma [July 2009 – March 2010](#)

As my first job after graduating from University, Fatsoma was where I learnt fully how to implement Object Oriented programming in a commercial environment. Working in parallel with the main Fatsoma business, I was working on project-based systems, such as a management system for management system for a music agency & a corporate event tool.



## Education

### The University of Manchester

2005 – 2009

BSc (Hons) Internet Computing (with Industrial Experience)  
2:1 with Honours

## Skills

- 16 years' experience with Object Oriented Programming
- 15 years' experience with PHP
- 12 years commercial experience
- SOLID, DRY, KISS
- MVC
- MySQL, Postgres, SQLite, DynamoDB and Redshift
- JavaScript, Typescript, Angular and jQuery
- Laravel and Lumen
- Unit, Integration and Smoke Testing
- Event-driven architecture
- Serverless Technologies
- Continuous Integration / Deployment
- Amazon Web Services (EC2, RDS, S3, SES, SNS, SQS, Route53, Lambda, Redshift, IAM, API Gateway, ALB, DynamoDB, ElastiCache, VPC, Cloudfront, SSM, WAF, Kinesis Data Analytics)
- Infrastructure as Code (CloudFormation, Terraform)
- A willingness to always learn and improve

**References available upon request.**