



Mat Whitmore



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Paddock Wood, TN12
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Skills

Bash, C#/C++, Git, Groovy
Java, jQuery, JSON, Mongo,
MySQL, Node, PHP,
PostgreSQL, Power Shell,
Python, React, Typescript



Technology

AWS, Docker, Linux, Jenkins
Terraform, Elasticsearch,
Drupal, NPM, Serverless,
Swagger, Symfony, TeamCity,
Github Actions, GraphQL
Vagrant, Bitbucket Pipelines

Who am I

Full-stack engineer with good skills across both web development and DevOps disciplines. Learning about new technologies and practices has always been appealing to me. This has always felt imperative to be able to use the proper tooling to effectively and efficiently help innovate faster through automating and streamlining the software development and infrastructure management processes.

I am not one to turn off my development brain when the workday is over. I frequently find myself working on my projects late into the evening as there is just too much exciting technology out there. I firmly believe in the power and versatility of Bash scripting, as it allows for the efficient automation of a wide range of tasks. With Bash, I've crafted intricate scripts to streamline processes, manage system configurations, and automate routine tasks, showcasing its ability to handle diverse challenges effectively. I use it constantly in my professional and personal life. I recently created a unified smart hub to control my house, and this wouldn't have been possible without my extensive knowledge in bash and Linux.

Roles

SENIOR TECHNICAL ENGINEER , TOTEM — MAY 2024 - NOV 2024

At Totem, my primary responsibility is to the infrastructure hosted in AWS, streamlining the deployment pipelines and reducing costs. I have recently been appointed to guiding departments in AI integration and exploring LLMs within the application.

On arrival I was tasked to analyse the existing infrastructure as code (IaC), primarily written in Terraform/Open Tofu with some serverless components. The analysis phase was brief, as it quickly became clear that a complete rewrite was necessary. I designed a new deployment approach and rewrote all the IaC, leveraging Spacelift to create highly reusable modules. This was essential, as the application structure required a multi-repo project. The result is a cost effective system that supports the deployment of various compute services across multiple environments, fully configurable and documented.

During this process it made sense to automate many existing process and write documentation for several repositories, covering code structure, local development, dependencies, development workflow and process.

DEVOPS ENGINEER, TOGETHER — OCT 2022 - NOV 2023

As a DevOps Engineer at Together, I played a crucial role in enhancing our deployment processes. I successfully implemented, updated, and managed streamlined pipelines, significantly improving the efficiency of our deployment procedures. This initiative resulted in a noticeable increase in operational efficiency and overall productivity.

During my first few months dealing with outages was key, as Together's platform was not stable. Being able to jump into the underlying Linux based systems and fix issues kept Together's customers trading. I have spoke to customers who were directly effected by these issues, the work I did to improve and fix these issues directly relating to there success.



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DEVOPS ENGINEER, HAYMARKET — NOV 2018 - OCT 2022

As a DevOps Engineer, I was responsible for creating, maintaining and improving pipelines, mostly in Jenkins and Bitbucket. Ensuring our sites are secure and stable, currently, our average downtime is less than 1%. Also make sure to have as much of our infrastructure in code as possible, primarily in cloud formation and terraform with a heavy reliance on docker. I have tried to automate as many manual tasks as possible using Bash, Python, JavaScript and some Go. This has freed up a to day to day time to allow me to focus on larger projects, for example, a separation of dev and Prod environments and building a monitoring solution, without any negative impact on other teams.

For Jenkins, I updated our Java extensions to carry out various tasks automatically and make it work with other applications. I am the one who was supposed to design its structure, write codes for different parts of the system, test them, build CI/CD pipelines for delivery process, keep versions under control and fix bugs. In order to produce better results we had to consider safety, increase optimisation and enable expansion through collecting valuable information. I was responsible for setting up, securing and scaling the Java application on Amazon EC2 instances.

All this wouldn't be possible without strong relationships between myself and the teams around me. I strive to improve our system and process while coordinating with all parts of the business, from Tech leads, architects and developers to ad technicians, product and sales teams.

FULL STACK DEVELOPER, HAYMARKET — OCT 2017 - NOV 2018

Migrated Drupal 7 architecture to Docker & AWS involving writing CloudFormation scrips, docker files, groovy pipelines and shell scripts. Maintained and extended legacy PHP systems until the replacement ReactJS app hosted in Amazon S3 was started. I worked on pipelines and build scripts along with Lambda and ReactJS to control the functionality and user experience. Developed headless Drupal 8 connected to an Elastic Search cluster hooked up to a ReactJS frontend, using AWS, Docker, PHP, Javascript, jQuery, ReactJS, Node, CSS, MySQL/MariaDB, MongoDB.

DRUPAL DEVELOPER, HAYMARKET — APR 2016 - OCT 2017

TRAFFIC MANAGER, HAYMARKET — APR 2015 - APR 2016

GAMES & TOOLS PROGRAMMER, FREE LANCE — JUL 2014 - APR 2016

PROGRAM DIRECTOR, CHANNEL 3 KIDS CAMP — JUL 2010 - APR 2014

Education

KINGSTON UNIVERSITY — SEP 2011 - JUL 2014

Bachelor of Science Hons Games Technology First Class

HEXTABLE SCHOOL — SEP 2002 - JUL 2009

iPro and Cisco Diploma, 11 GCSEs A* - C including Mathematics, English and Science