Mat Whitmore

Software Developer Focusing on DevOps

Summary

Experienced full-stack engineer with a heavy focus on infrastructure, automation, and process optimisation. Having worked on rebuilding the infrastructure from scratch for a number of companies, migration of legacy systems to the cloud, and multi-account architecture adoption to further scale and secure systems, my specialty is to optimise software development and infrastructure management for innovative efficiency.

Outside of work, I am deeply passionate about technology and automation. My home reflects this drive, featuring a custom smart hub that controls lighting, climate, and appliances, along with a self-hosted cloud infrastructure that keeps my family's data, photos, and videos seamlessly synced and accessible. Currently, I'm building my own LLMs while continuing to refine my automation projects. Though Bash scripting remains an invaluable tool for handling complex workflows, I've increasingly relied on Python for its versatility.

Experience

TOTEM

SENIOR TECHNICAL ENGINEER

(MAY 2024 - NOV 2024)

- Managed AWS infrastructure, optimised deployment pipelines, and reduced operational costs.
- Analysed and redesigned IaC, transitioning to a new Terraform/Open Tofu-based structure.
- Leveraged Spacelift to create modular, reusable deployment solutions for multi-repo projects.
- Automated processes and documented codebases, improving team efficiency.
- Designed cost-effective systems supporting various compute services across environments.
- Explored LLM applications for the organisation.

Programming

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

Soft Skills

Communication, teamwork, adaptability, problem-solving, creativity, leadership, organisation, flexibility, prioritisation, reliability, empathy, decision-making, planning, resilience, collaboration.

Tools

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

Education

KINGSTON UNIVERSITY

Bachelor of Science Hons Games Technology First Class

HEXTABLE SCHOOL

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

Experience

TOGATHER/FEAST-IT

DEVOPS ENGINEER (OCT 2022 - NOV 2023)

- Improved deployment pipelines, enhancing operational efficiency and productivity.
- Addressed critical outages, stabilising Linux-based systems and restoring customer confidence.
- Spearheaded adoption of Terraform-based IaC for dynamic infrastructure provisioning.
- Guided implementation of AWS Control Tower, separating production and development environments.
- Introduced a patching schedule to mitigate security risks and minimise downtime.
- Expanded monitoring frameworks, ensuring operational stability and service reliability.
- Led disaster recovery initiatives, enabling robust, highly available, and backed-up systems.
- Laid groundwork for a multi-cloud architecture, future-proofing operations.

HAYMARKET

DEVOPS ENGINEER (NOV 2018 - OCT 2022)

- Built and maintained CI/CD pipelines using Jenkins and Bitbucket, achieving 99% uptime.
- Developed infrastructure using CloudFormation and Terraform, with Docker integration.
- Automated manual tasks using Bash, Python, JavaScript, and Go, enabling focus on strategic projects.
- Enhanced Java application delivery processes through updated extensions and CI/CD pipelines.
- Designed and implemented monitoring solutions, securing and scaling EC2-hosted applications.
- Fostered collaboration across tech, product, and business teams to improve systems and processes.

FULL STACK DEVELOPER (OCT 2017 - NOV 2018)

- Migrated Drupal 7 architecture to Docker and AWS, using CloudFormation, Docker, and shell scripting.
- Maintained and extended legacy PHP systems while transitioning to ReactJS-based apps.
- Developed headless Drupal 8 integrated with ElasticSearch and ReactJS frontends.
- Utilised AWS, Docker, PHP, JavaScript, Node, and databases like MySQL/MariaDB and MongoDB.

DRUPAL DEVELOPER (APR 2016 - OCT 2017)

TRAFFIC MANAGER (APR 2015 - APR 2016)

FREELANCE

GAMES & TOOLS PROGRAMMER -

(JUL 2014 - APR 2015)

CHANNEL 3 KIDS CAMP

PROGRAM DIRECTOR (JUL 2010 - APR 2014)

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