



Peter Bayne

Software Development

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History of leading successful development teams with nearly 30 years experience in leading, growing, and coaching software development teams

Experienced software developer that has been writing commercial software since 1995. Particularly experienced in the .NET ecosystem (C# / F#) with Azure and AWS cloud architectures

Accomplished technical speaker speaking at a variety of local meetings and international conferences such as the Agile Professionals Network, TechEd, and ForestTech Canada

Professional Experience

Principal Consulting Developer

Haumohio, Christchurch, 2005-present



Principal developer writing software and helping others to write and deliver software across New Zealand and eastern Australia. Centred on more effective, cleaner development that reduces repetitive drudgery that lead to mistakes and focuses the team on working the business solution.

This business is the vehicle through which many of the below were performed, including a long-term partnership with Double-O.

Skills

Software Development
(esp. C#, F#, &Python)

Multi-cloud: AWS &
Azure

DevOps / Continuous
Delivery / Continuous
Value Realisation

Team dynamics & design

Software Product Design
and Architecture

Teaching, Speaking, and
Coaching

Test automation

Education

MTech (Hons.)

1999 from Massey
University

Professional Scrum Developer

2012 from Scrum.org

Technical consultant

Double-O Consulting, 2017-



Working closely with Double-O Consulting as a technical consultant and software development specialist, with a particular interest in Callaghan's Build for Speed programme.

- Team assessments comparing both technical and non-technical aspects to a range of software development teams across NZ.
- Deliver training and coaching on topics such as Test Driven Development and managing technical debt.
- Technical specialist implementing and tuning continuous delivery systems, or adding test automation capability to a team.

Development, Direction, & Delivery

Meridian Energy, 2024



Working as part of the NextGen Retail project, focussed on building an in-house agile software development capability

- Advice around setting up an internal start-up project on topics such as agile delivery, creating a test practice, and emergent design
- Contribution as a full-stack developer from postgres db, through containerised C# micro-services, to a materialUI react / storyblok front-end
- Integration with other Double-O consultants to help deliver an agile development practice sustainably

Conference founder and Organiser

DevNxt, 2022-2024



Along with Phil Wheeler, creator and organiser with of New Zealand's premier boutique conference for technology people, DevNxt.

Product Lead Developer & Scrum Master

Toitū Envirocare, 2022-2023



Lead developer focussing on merging an offshoot programme for the farming community into the main product suite and leading the initiative to streamline the development work practices and modernise the product core.

Senior Developer

Water Data programme, Environment Canterbury, 2020-2021



Developing world-class data management systems for everything that ECan knows about the water in Canterbury, NZ.

Creating from scratch the data ingesting systems, data models, GraphQL APIs, GIS

topologies, and custom user interfaces using Snowflake and Azure, that allows ECan's scientists, planners, and the general public to make more informed decisions when managing and using our water.

Software Developer

Electric Garden, 2019



Part of a small high-impact team upgrading a quickly made pilot for the charity into a national offering for New Zealand schools, in a short time-frame.

This involved everything from provisioning automation, adding new functionality, integration with services such as billing, and structuring the Azure services to better fit the node-function and react applications.

Product Lead Developer

Sequent, 2018



Lead developer on the *Monitor* project, focussing on collating and reporting end-user product usage for billing internally and reporting usage in presentable form to end users.

Part of the *Platform Services* team, with a bias towards reliability and accessibility leveraging the AWS platform.

Contract Developer

Xtend-Life, 2015-2017



Joined the Xtend-Life team to help deal with the complexity of a multi-national sales website through such things as introduction of a continuous deployment system, and increasing the functionality of the system through to the back-end systems.

Lead Developer

Fire Research group at Scion, 2011-



Production and maintenance of a simple mobile application for Scion Research's Fire team, that helps publish the scientific knowledge in a simple working calculator for rural fire fighters.

Practice Lead - Development Practices

Assurity, Christchurch, 2012-2015



Charged with building up the software development capability in Christchurch to complement the established BA, Test, and Agile practices. The specialist offerings included the creation of a DevOps offering, improving developer practices such as TDD and managing technical debt, and software architecture and design.

- Coaching and mentoring development teams in many small to medium businesses across New Zealand and parts of Australia.

- Creation and delivery of training courses focussing on anti-patterns, refactoring out technical debt, and Test Driven Development, along with an associated follow-on coaching regime.
- Technical Lead in two major infrastructure programmes in post-earthquake Christchurch involving multiple software and technical vendors.
- Development on an online agile artefact management system (such as stories, estimates, and hours) to aid the Agile practice in on-boarding new clients.

Team Leader

Emendo (now McKesson), Christchurch, 2008-2011



Responsibilities include day-to-day staff management, strategic technical direction of the product suite, project management of releases, architectural design, and software development. The personal focus during this time was in developing the strategic direction of the product suite's architecture. This led to the development of frameworks, standards, and patterns that support the development team's efforts.

- Team leader and senior developer of one of two development teams.
- Developing the 5-year roadmap for transforming a windows application installed on each client's site into a multi-tenanted cloud offering that would allow the product to scale and the company to spread across the globe.
- In collaboration with the QA and business analysis team, introduced formalisation into the development process as the company grew in both size (approx 50%) and maturity. Methodologies introduced include scrum, TDD, and an extending the Team Foundation Server framework for agile development.

Product Leader

Atlas Technology, Rotorua, 2000-2006



Joined this fledgling business unit of Forest Research and established a role as a functional specialist in hand-held computing. Lead developer of the FieldMan product, which gathers a varied range of field data needed to feed the analysis products in the suite. The project management of each release included co-ordinating a cross-Tasman client steering group over 6-weekly sprints.

Research Scientist

Forest Research (now Scion), Rotorua, 1995-2000



Running both government and commercially funded research projects for the sawmilling industry. Typically, the 1-3 year contracts involved teams of up to 8 scientists and technicians. Also contributed to a number of related projects as a technical specialist in computerised data acquisition and measurement.