

Software Engineer

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in jaceystan

 [jace-ys](#)

Go	Rust
Python	Node.js
Kubernetes	GCP
Terraform	Docker
Bash	Linux
SQL	BigQuery
Prometheus	Grafana
CI/CD	Vault

Certified Kubernetes Administrator (October 2022)
Cloud Native Computing Foundation

 Link

IC Hack 2019 (Feb 2019)
1st Prize (Category)

- Worked in a team of 5 to develop Emotivote over a weekend.
- Clinched the 1st prize amongst 9 teams, under the Best Collaboration-Based Hack category.

<https://devpost.com/software/emotive>

HackUPC 2018	(Oct 2018)
1st Prize (Overall)	

- Worked in a team of 5 to develop Huddle over a weekend.
- Clinched the overall 1st prize amongst 150 teams.

<https://devpost.com/software/huddl-e-yafg1p>

IC HealthHack 2018 (Mar 2018)
1st Prize (Category)

- Worked in a team of 4 to develop MyoArcade over a weekend.
- Clinched the 1st prize amongst 5 teams, under the Rehabilitation & Disease Management category.

<https://devpost.com/software/ichealthhack18-sdk4bw>

- Software engineer with a background in SRE and infrastructure; also experienced in security, incident management and data engineering.
- Passionate about developer tooling, infrastructure platforms, distributed systems, and cloud-native technologies.

Duffel (Apr 2023 - Present)
Site Reliability Engineer

- Played a pivotal role in the overall design and delivery of an end-to-end, PCI-compliant infrastructure environment in less than 6 months, with a strong emphasis on maintainable infrastructure-as-code and security auditing.
- Spearheaded efforts to improve and optimise the data pipelines for product analytics, by making the EL (extract-load) process more reliable and enhancing the user experience of writing dbt models.

⇒ <https://duffel.com>

Monzo Bank (Nov 2022 - Mar 2023)
Backend Engineer, Infrastructure Platform

- Actively participated in large scale efforts to migrate the infrastructure that powers the bank from a self-managed Kubernetes cluster to Amazon EKS.
- Scoped, implemented and spearheaded various features of a multi-cluster monitoring solution built around Thanos and Prometheus.
- Involved in the development of an in-house service mesh solution based on Envoy proxy, tackling challenging problems like service discovery and traffic shifting.

⇒ <https://monzo.com>

Monzo Bank (Sep 2021 - Oct 2022)
Backend Engineer, Security Platform

- Led the progressive rollout - from scoping to delivery - of a rate limiting system to protect the banking platform, which involved ensuring the appropriate kill switches and rollback mitigations were in place.
- Active contributor to the greenfield development of an internal system to support script-like workloads with millions of RPCs, using technologies like Google Cloud Storage, BigQuery and Kafka.
- Provided other engineering teams with security consultation and advice on best practices for developing secure systems, eg. choosing least-privilege authorization scopes, authenticating closed account users.
- Part of the security on-call rota, involved in leading and responding to various security incidents such as login enumeration, data leakage, critical vulnerabilities, etc.

⇒ <https://monzo.com>

GoCardless (Jul 2019 - Jul 2020)
Software Engineer Intern, Developer Experience

- Co-led the development of a Kubernetes-native Continuous Deployment system for the entire engineering organisation by leveraging TektonCD, reducing average time from merge to deploy from 30 to 10 minutes.
- Contributed to the development of a self-serve secrets management solution by integrating HashiCorp Vault with our Kubernetes infrastructure, which involved building an admission controller.
- Worked closely with product teams to identify and address gaps in the internationalisation service, increasing turnaround time of localising content and overall developer productivity.

⇒ <https://gocardless.com>

Imperial College London (Oct 2016 - Jun 2021)
M.Eng. Biomedical Engineering with a Year in Industry First Class Honours

Hwa Chong Institution (Jan 2008 - Dec 2013)
GCSE A Levels, Physics/Chemistry/Math/Economics A/A/A/A

<h3>Redsync</h3> <p>Personal Project</p> <ul style="list-style-type: none"> An implementation of the Redlock algorithm for distributed locks with Redis. Built using Rust. <p>➦ https://github.com/jace-ys/redsync</p>	<h3>Sentry Operator</h3> <p>Personal Project</p> <ul style="list-style-type: none"> A Kubernetes operator for managing Sentry via provisioning of Sentry resources as Kubernetes CRDs. Built using Go and Kubebuilder. <p>➦ https://github.com/jace-ys/sentry-operator</p>
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Vault Init
Personal Project

- A small utility for automating the initialisation and unsealing of HashiCorp Vault without public cloud infrastructure.
 - Built using Go.
 - A modern web application inspired by Super Smash Bros, mainly for learning purposes.
 - Developed as a collection of microservices built using Go, gRPC, Vue.js, PostgreSQL and Docker.
- 📄 <https://github.com/iago-vs/vault-init>

⇒ <https://github.com/jace-ys/vault-init>

Super Smash Heroes

Personal Project

- A modern web application inspired by Super Smash Bros, mainly for learning purposes.
- Developed as a collection of microservices built using Go, gRPC, Vue.js, PostgreSQL and Docker.

➦ <https://github.com/jace-ys/super-smash-heroes>