

Jace Yong Shen Tan
Software Engineer

Passionate about developer tooling, workflow automation, distributed systems, and cloud infrastructure.

- 📍 London, United Kingdom
- ☎ +44 7542 808 332
- 🌐 <https://hello.jaceystan.com>
- ✉ jaceys.tan@gmail.com
- in [linkedin.com/in/jaceystan](https://www.linkedin.com/in/jaceystan)
- 🐙 github.com/jace-ys

SKILLS

Go	Rust
Node.js	Python
Bash	SQL
Linux	Docker
Kubernetes	Terraform
Prometheus	Grafana
React.js	gRPC

AWARDS

- 1st Prize (Category)

IC Hack 2019

February 2019
- 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.

- 1st Prize (Overall)

HackUPC 2018

October 2018
- Worked in a team of 5 to develop **Huddle** over a weekend.
 - Clinched the overall 1st prize amongst 150 teams.

- 1st Prize (Category)

IC HealthHack 2018

March 2018
- 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.

LANGUAGES

English	Mandarin
Native Tongue	Fluent

EDUCATION

- Imperial College London

(October 2016 - June 2021)
- M.Eng. Biomedical Engineering with a Year in Industry

First-Class Honours
- Hwa Chong Institution (Singapore)

(January 2008 - December 2013)
- GCSE A Levels Physics, Chemistry, Math, Economics

4A

WORK EXPERIENCE

- Monzo Bank

(September 2021 - Present)
- Backend Engineer
- Working as a backend engineer on the Security Platform squad within the Platform collective.
- GoCardless

(July 2019 - July 2020)
- Software Engineer, Intern
- Co-led a team of 6 to build a Kubernetes-native CD system for the 100-strong engineering team using 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 Vault with our Kubernetes infrastructure.
 - Augmented an internationalisation service to enhance translation workflows, boosting developer productivity and increasing throughput by 30%.
 - Helped establish engineering best practices and reduced engineering toil by 20-fold through repository automation.
- Kickstart London

(November 2018 - June 2019)
- Resident Entrepreneur
- Amongst the 40 selected students, out of more than 1000 applications, that went on to form co-founding teams and develop a startup over a 10-week programme.
 - Co-founded a SaaS startup that offered a virtual assistant software for meetings, where I spearheaded the product vision and development.
- Wooden Spoon Charity

(July 2018 - September 2018)
- Software Developer, Intern
- Created a web-based platform for assistive technology that leveraged the Internet of Things, where I played a key role in devising the overall software architecture.
 - Actively involved in both frontend and backend development, using Node.js, EJS and MongoDB.
 - Learnt industry best practices in collaborative software development using GitHub.

- Reach plc

(August 2018 - August 2018)
- Software Engineer, Intern
- Developed a full-stack, web-based, internal CMS for news editors to write and manage their articles.
 - Introduced to industry tools for deploying production-ready software such as Docker and AWS (CloudFormation, ECS, S3).
- PERSONAL PROJECTS

- Sentry Operator

<https://github.com/jace-ys/sentry-operator>
- A Kubernetes operator for Sentry, that allows for the provisioning of Sentry resources as Kubernetes custom resources.
 - Built using Go and Kubebuilder.
- Vault Init

<https://github.com/jace-ys/vault-init>
- A small utility for automating the initialization and unsealing of HashiCorp Vault without public cloud infrastructure.
 - Built using Go.
- Super Smash Heroes

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