

Jace Tan
Software Engineer

Passionate about developer tooling, infrastructure automation, distributed systems, and cloud-native technologies.

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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, Security

 - Led the rollout of a rate limiting system to defend the banking platform against internal threats, from scoping to delivery.
 - Contributed 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.
 - Part of the on-call rota, involved in leading and responding to various security incidents such as login enumeration, data leakage, critical vulnerabilities, etc.
- GoCardless

(July 2019 - July 2020)

Software Engineer Intern, Developer Experience

 - Co-led the development of a Kubernetes-native Continuous Deployment 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 HashiCorp Vault with our Kubernetes infrastructure.
 - Helped establish and standardise engineering best practices by developing automation to bootstrap new repositories, thereby also drastically reducing common engineering toil.
 - Worked with product teams to identify and address gaps in the internationalisation service, which led to an increase in turnaround time of localising content and overall developer productivity.
- 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.

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 initialisation 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.