JOHN PAUL NEWMAN

Senior Software Engineer
DevOps

🌐 johnpaulnewman.com
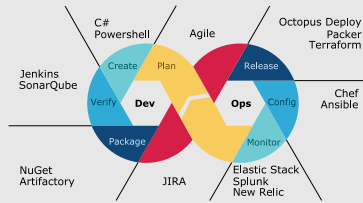
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Skills

Programming Languages

C# ● SQL ● Entity Framework

C ● C++ ● Powershell

Bash ● Python ● Golang

Infrastructure as Code (IaC)

Terraform ● Ansible ● Chef

Powershell DSC ● Packer

Operating Systems

Windows ● Linux (Ubuntu)

Mac OS X

Platforms

Azure (Service Fabric, App Services, API Management, Service Bus, VMSS, Key Vault, Storage Account)

AWS (EC2, S3, RDS, Lambda, Kinesis)

VMware ● Docker ● Kubernetes

Xbox 360 ● PS3 ● iOS ● Android

CI/CD

Azure DevOps ● Octopus Deploy

GitHub ● GitLab ● Gerrit

Jenkins ● GoCD ● Artifactory

Monitoring

Azure Application Insights

AWS Cloudwatch

Elastic Stack ● Splunk ● New Relic

Influxdb ● Grafana

Alerting

Azure Alerts ● Amazon SNS

Zabbix ● PagerDuty

Summary

Senior Software Engineer with 20+ years experience in software development, for the last 10 years specialising as a Senior DevOps Engineer provisioning Windows and Linux Operating Systems and automation of Azure, AWS, and VMWare infrastructure.
Working both in creative and Agile environments for FinTech PCI-DSS compliant businesses.

Work Experience

Senior DevOps Engineer
RateSetter/Metro Bank (2019 - Present)   **England**

Senior DevOps Engineer focused on designing, implementing, monitoring and supporting Azure infrastructure across all environments, including Test, QA, and Production.

Responsibilities: -

- Automate the deployment, maintenance, and patching of platform infrastructure for all environments
- Implement and support platform logging infrastructure such as Splunk, Azure Application Insights and alerts
- Manage project requirements across multiple stakeholders, including IT Ops, InfoSec, Developers, and Business

Key Achievements: -

- Introduced HashiCorp Terraform for Azure infrastructure
- Created a process for development teams to request infrastructure via Pull Requests (PRs)
- Introduced Terraform infrastructure change sign-off and promotion processes using BitBucket PRs and branches
- Designed and implemented Azure API Management and Service Bus for a key Metro Bank loan origination platform
- Redesigned Azure Service Fabric with Azure best practices
- Implemented Azure App Services for both Website and Azure Functions
- Developed a C# ASP.NET Core website to display historical motor loans backed by an AWS RDS MySQL Database and S3 Buckets
- Created a NuGet library for parsing fixed width Call Dialler Reports (CDRs), including a Cobol PIC (Picture) Clause parser

Senior Software Engineer/DevOps
Wonga (2012 - 2019)

Ireland - England

Senior Software Engineer within the Platform Engineering Team, focused on DevOps automation, CI/CD, tooling and platform projects such as AWS Data Pipeline.

Responsibilities: -

- Migration of monolithic application to Service Oriented Architecture (SOA), using NServiceBus MSMQ with DTC
- Implement and maintain Continuous Integration (CI) and Continuous Deployment (CD) systems, including Jenkins, Artifactory, Gerrit, Octopus Deploy
- Create Chef and Ansible playbooks for CI/CD servers
- Developed HashiCorp Terraform for AWS and VMware architecture
- Create HashiCorp Packer templates for AWS AMIs and VMware
- Implement High Availability (HA) and Disaster Recovery (DR) best practices
- Interim Scrum Master and Team Lead

Key Achievements: -

- Introduced the use of NuGet, Artifactory, and Octopus Deploy to manage dependencies and package deployments
- Created a process to deploy a legacy VB6 (Anchor Loan Management Software) application using Chef and Powershell
- Supported the implementation of Mambu Cloud Banking Platform
- Developed a Data Pipeline in Python using AWS Lambda, Kinesis, and Glue
- Created Ansible roles to deploy an ELK/Elastic stack, Artifactory, Gerrit, and Jenkins servers
- Developed a RESTful Reporting Service using C#, Entity Framework (EF), JQuery and d3.js
- Created Powershell Domain Specific Language (DSL) build and deploy scripts to replace, Ruby Rake and MSBuild scripts
- Developed a Ruby application that generated Graphviz DOT files of Microsoft Visual Studio solution dependencies and a SVG web interface to display them
- Developed and maintained multiple in-house tools using Ruby on Rails, C#, Amazon Simple Queue Service (SQS) and Simple Notification Service (SNS)

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Projects ———

Motor Loan Website
- C# .NET Core
  - AWS SDK for .NET, SignalR
  - Dapper, Polly
  - Serilog, Application Insights
  - Moq, xUnit
- Azure
  - Azure Active Directory (AAD) Authentication
  - App Service (Web App)
  - App Configuration, Key Vault
  - Event Grid
  - Log Analytics
- AWS
  - AWS RDS MySQL Database
  - S3 Buckets
  - SSH Tunnel from Azure to AWS
- JQuery with AJAX

Data Pipeline
- AWS Lambda (C# & Python)
- AWS Kinesis
- AWS Glue & Athena
- AWS EMR (Scala & PySpark)
- Apache Avro

OCR Solution - Hackathon : Winner
- Python (Flask, Celery, RethinkDB)
- RabbitMQ

Reporting Service
- C# (Entity Framework, AutoMapper)
- JQuery & d3.js

Artifactory S3 Export
- GoLang, AWS S3

URLInfo (Interview Application)
- GoLang

Windows Slipstream
- Powershell, Packer, VirtualBox

Gerrit Backup Solution
- Python, AWS S3

C# Dependencies Graph
- Ruby & JQuery, Graphviz & SVG

Chef LWRP
- Chef & Powershell

Palm OS RSRC Extractor
- C++, MFC

Adobe Photoshop Automation
- C++, COM

Translation Memory Validation
- VBScript, Classic ASP, XSLT with Javascript functions

Qualifications —

Certificate in C++ Programming
Open University (MT262 Module)

Certificate in Programming
Cambridge Information Technology (Pascal & Delphi)

BTEC 1st Diploma in Science & Health
12 Distinctions and 4 Merits

Work Experience

Software Internationalization Engineer II
PopCap Games International (2007 - 2012)

Ireland

Responsible for source code changes to ensure that flagship games, like PopCap's Bejeweled, Plants vs. Zombies, Peggle, and Zuma, worked in multiple languages.

Responsibilities: -

- Internationalization (I18N) and localization (L10N) of all flagship games, across multiple platforms (PC, iOS, Xbox 360, PlayStation, Nintendo DS) using multiple development languages including, C++, Objective-C, Flash ActionScript
- Liaise with US and Asia-Pacific (APAC) project teams to achieve timely delivery of project goals
- Point of contact and subject matter expert for Internationalization

Key Achievements: -

- Added support for French, Italian, German, Spanish (FIGS) and Japanese, Simplified and Traditional Chinese languages by refactoring game code into Multi-Byte Character Set (MBCS) and Double-Byte Character Set (DBCS) universal code bases
- Created a Translation Package format for both SDL Trados and memoQ translation tools allowing for the quick localization and review edits of games without the need to recompile the game code
- Reduced art resource requirements by automating Adobe Photoshop to create Asian language Bitmap Fonts
- Created a script to import/export text from Photoshop files, allowing for faster translation of graphical assets
- Developed numerous Python, JavaScript, and Visual Basic (VB) tools to reduce engineering time and resources
- Managed multiple business critical projects simultaneously - liaising with internal and external stakeholders in Europe, US, and APAC
- Consistently took the initiative to scope new technology requirements and analyse project impacts

Software Internationalization and Build Engineer
Welocalize/Connect Global Solutions (2002 - 2007)

Ireland

Lead Engineer on various projects and managed a small Software Internationalization team.

Key Achievements: -

- Received client recognition for designing, developing, and implementing an online system in Classic ASP that cleaned and validated SDL Trados Translation Memories (TMs), ensuring higher leverage
- Single Localization Engineer on key pre-released Apple projects working under a tight Non-Disclosure Agreement (NDA)
- Developed a Microsoft Word Visual Basic for applications (VBA) macro that formatted Word tables to fit localized content across thousands of WinHelp pages, saving countless man hours of manual reviews and edits
- Created extensive GNU Make and Microsoft NMake Makefiles for building and deploying America Online (AOL) applications into multiple locales
- Developed a C++ tool to extract text from the Palm OS RSRC file format, enabling shorter localization cycles

Software Localization Engineer
Bowne Global Solutions (2000 - 2002)

Ireland

Bowne Global Solutions was a localization company acquired by Lionbridge in 2019.

Key Achievements: -

- Developed numerous Microsoft Word VBA macros to enhance the localization workflow
- Developed comprehensive functional test scripts for cutting edge mobile devices, such as Handspring VisorPhone

Software Localization Engineer and IT Network Administrator
Tek Translation (1998 - 2000)   **England - Ireland**

Tek Translation was a localization company with offices in England, Ireland, and Spain.

Key Achievements: -

- Migrated Novell to Windows NT 4 and Pegasus Mail to Exchange Server
- Set-up and maintained Sage Line 100, a MS-DOS based accounting system