

Contact

konrad.strachan@gmail.com

linkedin.com/in/konradstrachan

konradstrachan.github.io

Top Skills

- C++ 11/14/17
- Golang
- Python
- JavaScript
- NodeJS

Additional skills

- SVN / GIT
- FIX protocol
- REST and WebSocket implementation and integrations
- SQL, Cassandra and Redis databases
- NSQ distributed messaging
- Scrum master and AGILE methodologies
- Test driven development (TDD)
- Architecture, requirements gathering and systems design
- Microprocesses architecture design
- Networking and protocol design using TCP/UDP

Languages

- English (Native)
- Polish (Limited Working)

Education

BSc Chemistry
Imperial College London
2007

Konrad Strachan

Senior Software Developer

I have been a technologist and developer at heart ever since I received my first PC at 7 years old. Rather than wait minutes for programs to load from the slow cassette interface, I picked up the programming manual preferring to write my own programs. This early curiosity (or maybe impatience) sparked my passion for software development and technology which continues to this day.

So far in my career I've been lucky to gain exposure over across the full stack. I have designed, architected and built clients running natively on the OS and in web browsers through to high performance fault tolerant mission critical services running in data centres around the world.

Aside from the hands-on aspects of software development, I consider myself to be a people-person and enjoy managing teams, engaging with clients and evangelising the projects and technologies I am responsible for.

CryptoCompare

Head of Data

July 2018 - Present

- **Built, interviewed and managed** team of six developers and QA
- Introduced **best practices** and improved safety throughout development teams
- Performed **project manager** and **business analyst** roles providing interface between the Business and external customers and development teams
- Implemented incident response policies and multi-tier support processes

Senior Software Developer / Tech lead

November 2017 - Present

- **Cross platform C++17** development (Windows / Linux) using **STL**, **Boost** **ASIO**, **RapidJSON** and **QuickFIX** libraries
- **Architected** and built **low latency microservice market data infrastructure** for collection and processing of trade and orderbook data
- Built **Golang microservice** based feed handlers utilising **NSQ** and **Redis**
- Architected and build high performance **REST** and **WebSocket** Contributions systems allowing data vendors to push data directly
- Architected and built **fault tolerant data contributions** platform to **Thomson Reuters** (Refinitiv) using Elekton APIs providing Crypto market data on to the Eikon platform
- Utilised **FIX** protocol for collecting and serving data
- Built automatic outlier detection and exclusion logic for aggregated market data feeds using **NodeJS**
- Utilised **Python** and **Golang** for creating tools and test harnesses
- Deployed microservices to **Azure** and **OVH** using **Docker** and **Kubernetes**
- Performed **code review** and **mentoring** functions

TeamViewer

Senior Software Developer

October 2014 - November 2017

- Windows **C++ 14** development using **STL**, **Boost**, **MFC** and **CryptoPP** for 32/64bit client and server development

Konrad Strachan

Senior Software Developer

- Worked on the TeamViewer Windows desktop client
- Product **lead** / owner for ITbrain Monitoring
- Heavily involved in **Windows service** development for ITbrain platform in the areas of **AntiMalware** and **System Monitoring**
- Implemented system and low level hardware monitoring capabilities for ITbrain Monitoring
- Integrated S.M.A.R.T. monitoring
- Developed and helped secure ITbrain **Antivirus** solution utilising **Bitdefender SDK**
- Extensive **back-end service development** utilising **SQL** and **Cassandra**
- Third line customer support
- Performed **code review** and **mentoring** functions

Ionising Software

Game Developer

2012 - 2014

- **Windows C++11** development using **STL**, **MFC** for GUI and **Allegro** for game engine development
- **JavaScript**, **PHP** and **SQL** web infrastructure development
- Additional tool and infrastructure development in **Python**
- Designed and developed game engine, framework and libraries for Indie game Isomer
- Designed and implemented software licensing system (client and server side) alongside **Security auditing**
- Providing all levels of user support

Thomson Reuters

Software Developer

February 2010 - June 2012

- **Windows C++11** development using **Boost**, **STL**, **MFC** and **CryptoPP** for a variety of different projects
- **Linux Python** development for system monitoring and reporting
- Component owner with responsibility for designing and maintaining custom high-performance in-house database solution
- Involved in development of financial middleware software Contex4/5 along with associated tools
- Involved in development of core Reuters Market Data Systems to replace existing systems
- Infrastructure owner for development tools including MantisBT, Jira and Crucible
- Designing and **providing knowledge transfer courses**
- **Security auditing** of code and infrastructure
- Involved in **recruitment** of software developers
- Second and third line development support
- Performed **code reviews**

Gissing Software

Software Developer

August 2008 - February 2010

- Windows **C++ 0x/11** development using **Boost**, **STL**, **CryptoPP**
- Extended high performance in-memory database for caching and validation of data
- Built web-based status and control interface utilising streaming data (the technology would later become WebSocket / data streaming in the modern web)
- Worked on feed handlers and core elements of Gissing Contex 4 product