Curriculum Vitae
Alexander Adu-Sarkodie

https://www.linkedin.com/in/alexander-adu-sarkodie-mbcs-mieng-063b4b4a/
https://github.com/kukuu?tab=repositories

With over twenty years of experience in Computing, Alexander is an accredited and practising Full-stack software engineer. He is a Global Award Winner - https://github.com/kukuu?tab=repositories . His background is in Computer Systems Engineering & Data Communications (MSc). Alexander has a previous background in Mechanical Engineering (MSc).

He is also a seasonal Lecturer in Business Computing and Digital Transformation.

Achievement

A result oriented Development Leader with extensive hands-on/hands-off experience, Alexander's duties include technical leadership, end-to-end software life cycle development, architecture, strategic directions, capacity planning, development initiatives for project planning, and execution, timeframes for review and releases, developing engineering talent and academy training, mentoring, and coaching.

Other duties are accountable for the technical quality of the output of Agile cross-functional teams, code quality, test coverage, technical debt and overall quality of the systems and operational excellence of the CI/CD pipeline.

His achievements include:

- Honoured as amongst the **Top 50 UK Technology Leaders** in the Industry 2023.
- Successful delivery of multi-million FIFA+ World Cup 2022 notification cloud-based SaaS platform that transmitted rich interactive media to millions of global audiences. Working as Head of Development.
- Co-founder startup https://www.azzotto.com/ . A digital broadcasting service in News, Entertainment, Wealth Management, Sports, and Streaming.
- As Lead Technical Architect at Zaizi, helped the Home Office transform the following communication platforms: https://www.gov.uk/ and https://www.gchq.gov.uk/ for the UK Government and its citizens. Developing a new cloud-secure scalable architectural platform. Features included Cybersecurity awareness for businesses, providing strategies and support in securing personal data, and provisioning a secure communication network between the government and its citizens, including cyber-security alerts.
- Responsible for integrating the "Send to a Friend" module for the BBC iPlayer. Then a member of the technical team that started digital broadcasting and transformations on the Internet at the BBC - a pioneering revolution that changed the country. Alexander was the Lead Developer for the BBC flagship ONE SHOW program.

- Architect and Development Consultant for SONY PlayStation-2017 multi-media game digital platform.
- As Software Development Manager at Marks & Spencer recruited and assembled its first in-house high-performance Engineering and Academy teams for its UK and international teams to support the business.
- Written White Papers for W3C & Accessibility Guidelines and BitCoin Mining.
- Line managed, mentored and coached near and offshore teams in the UK, Austria, Spain, India, the US, Argentina, Estonia and Romania.
- Interview London Technology Forum - https://www.linkedin.com/posts/alfiegeorge-whattam_londontech-londontechnology-techlondonugcPost-6694141986187833344-vaOF

Project Portfolio

- https://www.azzotto.com/ : Azzotto is social interaction and global inclusive community Digital Broadcasting Platform that provides a complete set of user experiences in News, Entertainment, Wealth Management, Stream, Academia and Advertising.
- Home Office
    - Ministry of Defence - https://www.gov.uk/government/organisations/ministry-of-defence
    - Government Communication Headquarters (GCHQ) - https://www.gchq.gov.uk/
    - National Cyber Security Council (NCSC) - https://www.ncsc.gov.uk/
- Marks & Spencer - https://www.marksandspencer.com/
- BBC: - http://www.bbc.co.uk, iPlayer - http://www.bbc.co.uk/iplayer
- Daily Mail Group (Wowcher) - https://www.wowcher.co.uk/deals/london
- Trinny London - https://trinnylondon.com/uk/
- Sony PlayStation - https://www.playstation.com/en-gb/
- Flix Premiere (Online Cineplex) - https://flixpremiere.com/

Career History

June 2020 - to date

Head of Development
Pushologies Limited
Douglas, Isle of Man

Pushologies is a technology business using notification platforms to push rich media content and assets to personal mobile devices to drive engagement, user experience and sales. The platform is a Frontend self-serve AWS SaaS interface providing functionality for customers to send notifications to multiple devices. and work with our cloud platform and SDK to deliver our unique service.

Responsibilities:

- Accountable for end-to-end delivery of SaaS platform and SDK API.
- Line managing and leading cross-functional Agile teams (Frontend, Backend, Cloud Engineering, Mobile).
- Product configuration and Onboarding Clients both for new customer set-ups, as well as changes requested by existing customers using our SDK API hosted on AWS - S3.
- Capacity planning, development initiatives for project execution, timeframes for review and releases, coaching and mentoring.Requirement gathering through discovery workshops with Stakeholders, Analysing data sourcing, Infrastructure, and User Stories, with Business, UX, defining user journeys and breaking the requirements down into tickets, providing estimates, solution design and other dependencies.
- Providing technical leadership, strategic and architectural directions in the end-to-end CI/CD development Cycle, platform operations and sustainability.
- Acting as the owner for business reporting around including client issues.
- Ensuring software is delivered in good condition to Product and Business for review by QA.
- People's management and Hiring
- Working with external clients and key stakeholders.
- Writing and maintaining technical documentation and onboarding
- Keeping abreast of new technologies and improving internal systems

Technologies:

W3C Standards, OWASP, TOGAF, JavaScript, AWS Stack, NodeJS, Next.JS, REACT/REACT HOOKS, REACT Native,TypeScript, Serverless, LAMBDA,REDIS, GCP, PostgresSQL, SQL, MongoDB, PRISMA, NEXUS, Supabase, ElasticSearch, Mobile(KOTLIN, SWIFT), REDUX, REST APIs, GraphQL, Apollo Client & Server, Jest, React Testing Library, Cypress, JMeter, Gatsby, Jenkins, Webpack, HTML5,

CSS Frameworks, FFMPEG, TailwindCSS, Agile, SENTRY, Sonar Cloud, Docker, TDD/CI/CD, Git/Bitbucket, Responsive Design, Apache Kafka, STRIPE, Big Data, JIRA, SLACK.

Head of Engineering

AZZOTTO - June 2019
https://www.azzotto.com/
Suite G04 1 Quality Court Chancery Lane London WC2A 1HR England UK

A ZZOTTO is a digital broadcasting service in News, Entertainment, Wealth Management, Sports, and Streaming.

LOVE JOINT - Feb 2023
Lifestyle and Healthy Living

Responsibilities:

- Product Owner
- Architectural and strategic directions, technical leadership, end-to-end software development, capacity planning, development initiatives for project planning, execution, and timeframes for review and releases.

April 2019 - May 2020

Chief Technological Officer
Bearings Point Media, London
Kemp House, 160 City Road - London EC1V 2NX

Responsibilities:

Working as a hands-on CTO, my duties included:

- Accountable for end-to-end software delivery, managing the overall technical quality of the output of agile development teams, including functional, code quality, test coverage, technical debt and overall quality of the system design and solution architecture.
- Code writing, people's management, guidance, architectural and strategic engineering direction, capacity planning, technical leadership, development initiatives for project execution, timeframes for review and releases, developing engineering talent for social media engagement app, coaching and mentoring. Keeping abreast of new technologies and improving internal systems.
- Working closely with UX and Product Owners to define user journeys, interface features and also algorithms for designs, and wireframes. Ensuring de-

signs are extensible and comply with standards and follow the principles of KISS. Mobile-first. Build prototypes. Engage AB/MVT.
- Ensuring technical documentation is constantly reviewed to support the development and training, and onboarding of new Engineers.

Product - The ReadApp:

The app offers a reading Lounge for groups, where each Lounge provides content central to its interests and invites or accepts requests to access and pay for content in its community. Members pay to read and can chat and share comments in a discussion thread. The variety of lounges envisaged, caters to different interests and provides a space for every reader to find an armchair they feel comfortable in. Other features includes a NEWS API, Dashboard, Blogs, Editorials and Notification updates.

Technologies:

NodeJS, JavaScript, REACT/REACT Native, REDUX, Angular, TypeScript/NextJS, PostgresSQL, Digital Ocean, GraphQL/Apollo/HASURA, Docker/Kubernetes, TDD/Git/GitHub/CI/CD/JIRA/SLACK, Sentry/STRIPE, SIGIL/InVision, Android/iOS

August 2018 - May 2019

Technical Architect - Zaizi

Responsibilities:

The platform provides strategies and support in securing businesses and personal data, provisioning a secure communication network between the government and its citizens, including cyber-security alerts to espionage.
Working as Principal Technical Solution Architect my responsibilities included a balance of the following:

- End to end software development, Code Writing, Technical Leadership, Architecture.
- Line Management (near and off shore), providing strategic planning, development initiatives for project execution, timeframes for review, releases, and driving best practices.
- Leading cross functional Agile teams in the DevOps area.
- Guiding and supporting Release plans and Discovery phases with internal and external stakeholders
- Maintain technical debt backlogs and ensure that they are continuously progressed.

- Capacity planning - Leading SPRINT Planning, estimation and responsible for enforcing code reviews, establishing best practices, helping to make the right technology choices, and taking responsibility for the code base and builds.
- Ensuring provision of credible and scalable development platforms : Supports, Automation, Reproducible, Elastic, Smooth, Traceable, CI/CD, Automated Testing, Quality Assurance, and Lean Agile principles in the Software Development Life Cycle.
- Reporting on key delivery metrics including project progress and resource usage to business.
- Meeting deadlines with scope, budget, maximising efficiency and managing relationships and performance of the Software Engineering teams.
- Managing product backlog items (PBLi), Agile process and technical resources within project schedule, and working closely with Product Owner and Delivery Lead to gather and prioritise functional and non-functional requirements.
- Keeping abreast with trends in changing technologies landscape to refine the engineering teams, governance and making decisions for business to achieve its goal and becoming competitive.
- Responsible for assigning engineers to teams, Hiring, Training & Development. Career counselling managing expectations, 1-2-1, appraisals, mentoring and coaching Software Engineers. Managing expectations, setting KPIs for the engineering teams.
- Working with Platform and Release Management teams to ensure completion of process life cycle and delivery of product, lead trouble shooting sessions, and engage with customer concerns, and after care support.

Technologies:

NodeJS,Express, Object Oriented Programming, JavaScript, JavaScript Frameworks, Isomorphic JavaScript, REACT, NEXTJS, REDUX, Angular, Storybook, GatsbyJS,, GraphQL, Gatsby, Webpack,, Web-services, REST, Websocket, APIs, PostMan, Curl, Authentication & Access Control (JWT), , TDD, XP, BDD, Automation, CI/CD,, Jest, Enzyme, Mocha, Chai, Gulp, Containerisation (Docker/Kubernetes), Responsive Design, Mobile First ,SASS, Style Components(CSS-in-JS), PostCSS, HTML5, CSS3, Media Queries, Cross Browser Compatibility, PWA - offline support, Databases - MySQL, NoSQL (MongoDB). Crafter (Headless CMS), DRUPAL, AWS, SOA,Micro-services, Event Driven/Composition, Architecting for High Availability , Zeplin, JIRA.

October 2015 – July 2018:

 Contract - Full stack

Developing and supporting digital transformation programmes, digital initiatives and service for the GDS,IT, eCommerce, Banking, Media, Education, Wellbeing and Broadcasting.

• SONY
• Ericsson
• Flix Premiere

Technologies - https://github.com/kukuu/siliconlabs/blob/master/README.md

August 2012 – September 2015

Software Development Manager: September 2014 - September 2015
Marks and Spencer - London

Responsibilities:

Delivered the technical framework, and initiative for the digital transformation of Marks and Spencer from a coupled monolithic to a scalable omnichannel platform while ensuring the continuation and enhancements of services.

As a member of the Strategic Leadership Technical Team at Marks and Spencer's e-commerce platform, my responsibilities included:

- Lead Developer iPad, omnichannel, Checkout and Loyalty schemes platforms
- Technical leadership across multiple Agile cross-functional teams. Hands-on development.
- Managing relationships across project teams within the business portfolios.
- Managing the Performance of the Software Engineering team. Including off-shore.
- Responsible for ensuring onboarding, Training & Development of the Software Engineering Team.
- Serving as Agile Coach, and Advisor and continuously aligning the team to the business mission.
- Ensuring the provision of credible development platforms, Automated Testing, Quality Assurance, Build processes & Architecture, Tools for the teams and use of Best Practices in Agile/Waterfall development and Software Development Life Cycle (SDLC).
- Reporting on key delivery metrics including project progress and resource usage to business. Working with Platform and Release Management teams to

ensure completion of process life cycle and delivery of the product and engage with customer concerns.

- Working with offshore and third parties to supply development and content resources for M&S.com
- Career counselling managing expectations, 1-2-1, appraisals, mentoring and coaching Software Engineers.
- Developing technical electronic assessment materials for hiring engineers
- Managing technical resources within the project schedule. Gather and prioritise functional requirements from across the business, and maintain a prioritised backlog of features.
- Working closely with UX and Product Owners to define user journeys, interface features and also algorithms. Ownership of tasks, managing backlogs, code quality and assisting the QA group in evaluating tasks.
- Responding to customer feedback by working with Product Owners and UX team to estimate, and build prototypes from design ideas to drive conversion and AB/MVT

Tech Lead: August 2012 – September 2014
Marks and Spencer - London

- Led the digital transformation programme for the Online Shopping division
- Chief architect in delivering new online omnichannel operating transactional platform FEAR (Angular & JAVA) for business
- Built the iPad Responsive Web application
- Built the new platform-wide navigation module for online transactions for Basket, Checkout, Pricing, Identity and Customer Account
- Driving best practice,
- Set up Graduate Academy
- Keeping abreast of new technologies, and refining team.

Technologies, and Development Practices: JavaScript, JavaScript OOP, AngularJS, NodeJS, GULP/GRUNT, Cordova, MySQL, WCS, CQ5, AEM, XAMPP, BackboneJS, jQuery & jQuery Mobile, PHP, OOPHP (PHP5), BDD, TDD, HTML, HTML5, Bootstrap, Jenkins, GIT, CSS3, LESS, SASS, Responsive Design & Mobile Design, Lean-Agile Development, KAFKA, JAVA, Continuous Development, Continuous Integration.

January 2000 – July 2012

British Broadcasting Company (BBC) - White City H/Q, London

Positions held:
- Senior Software Engineer
- Client Side Developer
- Interactive Developer

Projects:
News - BBC Mobile Platform: http://m.bbc.co.uk/news
Learning – The National Curriculum, Great Britain: http://www.bbc.co.uk/schoolradio/
iPlayer – http://www.bbc.co.uk/iplayer
BBC News Interactive - Hull Centre , Broadband Interactive TV Platform

Responsibilities, Technologies and Platforms
- Working as a Developer my roles involved translating functional and design specifications into consistent and high quality web based interface using open source complex, resilient, robust, re-usable, and light-weight well-structured semantic HTML applications for Factual, News, Sports, Learning, Entertainment, Drama & Arts ,Third Party integration applications against RESTful web services for Web, Mobile and InteractiveSmart TV platforms. Using a variety of client and server side technologies to enable a better user experience.
- Assist Production Staff on technical issues, and suggest alternative ways of doing things.
- Adopting and promoting best practice methodologies. Both usability and performance.
- Working with Stakeholders to collect, understand, organise and document business requirements (functional and non-functional) for products, projects and features.
- Maintaining production deadlines and presenting completed work to internal stakeholders
- Keeping abreast of new technologies and improving internal systems.
- Programming Languages & Technologies: iPlayer, MVC Framework (PHP5 – Zend Framework), PHP, HTML, XHTML, HTML5, CSS2/CSS3 & Media Queries, LESS, Responsive Design, OO JavaScript, Native JavaScript, AMD, Flash Embed, BDD, TDD, AGILE, JQuery, JQuery Mobile, Lazy Load Techniques, AJAX, JSON, RSS, XSLT, iPlayer, XAMPP, SEO Techniques, Photoshop, W3C Standards, XAMPP, AKAMAI, Windows, Apache, QUNIT, SVN, GIT, Tortoise, Eclipse, JIRA, TRAC, Confluence. AGILE, Continuous Integration.

Jan. 1999 - to date:

Visiting Lecturer – Business Computing - The City Literary Institute (http://www.cityl-it.ac.uk/)

Subject Area: JavaScript and JavaScript Frameworks

Coverage

• Programming & Emerging Technologies

• Digital Transformation & Best Practices

Qualifications

- MSc Telematics (Computer Systems Engineering, Data Communications and Network Engineering.) - School of Electrical & Electronic Communications, Dept. of Computer Science, Middlesex University, London.
- MSc Engineering - Belarus State University, Minsk.
- Diploma Russian Language - Minsk, CIS
- Teacher Training Certificate (Adult Education) - UK. The City Lit Institute - London.

Membership Professional Bodies

- Member British Computer Society (MBCS - UK)
- Member Institute of Learning (MIfL - UK)
- Associate Member Institute of Engineers (AMIEng - UK)

Other - Bi-lingual, fluent in English, Russian and conversational French.