**Alexander Adu-Sarkodie**

**Managed Services Development Manager**

**Keytree**

**Profile**

* LinkedIn - [www.linkedin.com/in/alexander-adu-sarkodie-063b4b4a](http://www.linkedin.com/in/alexander-adu-sarkodie-063b4b4a)

**GitHub**

* <https://github.com/kukuu?tab=repositories>

**Blog**

* Multi-speed IT Strategy - <http://www.goldhawk-college.com/istudio/tech-delivery.html>
* Agility - <https://github.com/kukuu/AGILITY>
* Digital Transformation - <https://github.com/kukuu/digitalTransformationStrategies>

**Architecture**

* White Paper - <https://github.com/kukuu/AGILITY/tree/master/white-paper>

**Project portfolio**

* Jaguar Land Rover - <http://www.jaguarlandrover.com/>
* Specsavers - <https://www.specsavers.com/>
* Sony PlayStation 2017 - <https://www.playstation.com/en-gb/>
* Flix Premiere (Online Cineplex) - <https://flixpremiere.com/>
* Marks & Spencer - <https://www.marksandspencer.com/>
* Daily Mail Group (Wowcher) - <https://www.wowcher.co.uk/deals/london>
* BBC iPlayer - <http://www.bbc.co.uk/iplayer>
* BBC Mobile - <http://m.bbc.co.uk/>
* BBC Learning - <http://www.bbc.co.uk/learning/>
* BBC Weather - <http://www.bbc.co.uk/weather/>

**My Software Library**

* <https://github.com/kukuu/redux-react>
* <https://github.com/kukuu/NodeServer-RESTful-apps>
* <https://github.com/kukuu/managing-performance>
* <https://github.com/kukuu/http-restful-clients>
* <https://github.com/kukuu/worldlabs/tree/master/REDUX-GraphQL-REACT>
* <https://github.com/kukuu/mean-stack-III>
* <https://github.com/kukuu/mean-stack-II>

**Key Technologies**

* <https://github.com/kukuu/worldlabs>

**Experience**

Alexander is a Computer Systems Engineer, Digital Transformation Specialist, and an Academic with19 years of industrial and academic experience. He has extensive experience in software development. Haven worked in various Engineering roles. Namely; Software Engineer, Senior Software Engineer, Tech Lead, Software Development Manager, Head of UI Engineering and Head of Development.

He is also a part-time Visiting Lecturer in Business Computing and Digital Transformation.

A Developer and engineer at heart he loves turning difficult problems into elegant and simple solutions and to this end likes to stay close to, add value and input into, the technology and solutions his teams design, build and support. He is collaborative, team player and likes to lead by example.

One of Alexander’s achievements in the past was helping with the digital transformation of Marks & Spencer’s online eCommerce platform from a disparate monolithic one to an MVC omni-channel, and contributing to developing its mobile iPad platform. He was also responsible for building cross functional high performance software engineering in-house teams for Marks & Spencer’s eCommerce online platform in the UK and in New Delhi, where he had responsibilities in addition. At Marks & Spencer, he employed and line managed 47 Engineers. Establishing Continuous Integration, Delivery and Deployment. Helping in the formation of the DevOPs, CI pipelines and Agile Product teams.

Alexander also worked on the BBC News Interactive Platform, the iPlayer and on the first British Broadcasting Corporation (The BBC) Mobile platform whiles at the Corporation.

Knowledge Sharing, Strategic thinking ,Scalability, Performance Management,Code Reviews, People Management, Budgeting, Project planning and execution, Cyber Security and data protection (GDPR) are areas he pays attention to in any Software Development Life Cycle, which are at the heart of the product features he heads to build.

His duties also includes client facing, setting up KPIs and other metrics for the engineering teams, and also reporting to technical management and directorship. Alexander’s position also revolves around working with both internal and external stakeholders, suppliers both home and abroad.

Alexander embraces being hands on or hands off his duties. Always keen to roll up sleeves if required. Leading by example. He regularly runs digital transformation computer programming workshop sessions in selected Colleges and Universities across London.

**Key Skills & Responsibilities**

Alexander provides Line Management, strategic planning, strong technical leadership, architectural direction, development initiatives for project execution, timeframes for review and releases, development of engineering talent, project management and managing SCRUM development teams. Using innovative technologies and Lean Agile Engineering principles. Very keen in identifying deficiencies in the collective technical expertise, and infrastructure of the engineering department, with view to recommending and implementing solutions.

Alexander’s programming experience are in both UI and Server Side API Technologies including Isomorphic JavaScript, PHP, Object Oriented Programming, Databases, the nodeJS, Apache platforms, Cloud Systems, Micro-services and Enterprise Solutions.

**Recent Projects**

***Jaguar Land Rover, Vodaphone, Freshfields, GLA - Keytree***

Leading the Engineering Development and Platform Teams in the Managed Service Area. Transitioning application support of the eCommerce Enterprise Platform portal for Jaguar Land Rover, Vodafone, BP, Greater London Authority and Freshfields from projects delivery to managed service.

***Insight - Ernest & Young***

Led the Technical Development team of Ernest & Young’s Statistical insight Market Reporting Software that queries large datasets about  various companies operating in different market sectors, providing warnings about potential disruptors in their market.

***Kingfisher - Secgate***

Alexander led the Agile software development in the implementation of its next generation of IT security tools, The Kingfisher (A Network Forensic Tools). The Kingfisher is an API that provides integrated solution for reporting and management of transactional services by Banks and Venture Capitalists. Features of the software include, Controlled Dashboards, Charts, Heat Maps, Filters, Search, Live data update and chat services.

Secondly, Kingfisher helps clients analyse, correlate, identify and eliminate Cyber Security threats. The software tracks process and transactional activities in real time, including current data related to performance, awareness, breaches, compliance and safe governance using GDPR and other security legislations. Serving as as an enterprise immune systems to improve the longevity of it’s clients cyber security strategies. Alexander led the development of the product, whiles managing and building the team as part of its corporate vision.

***SONY PlayStation - Portaltech Reply***

Senior  UI Development Consultant  on the next generation of SONY PlayStation Platforms for Europe, United States and JA (Japan & Asia). A back office Web Application that stores, filters, monitors and smartly reviews concepts and proposal roadmaps for its games development and marketing trends in real times.

***Marksandspecer.com***

Led the digital transformation of [marksandspspencer.com](http://marksandspspencer.com) as Tech Lead and then as Software Engineering Development Manager.

**Career History**

**Jan 2017 - to date**

**Keytree**

***Head of Development Managed Services***

Responsibilities:

As member of the Leadership Technical Team my responsibilities include:

* Leading the Software Development Life Cycles , QA and Platform teams in the Managed Service area and Transitioning application support of the eCommerce Enterprise Platform portals in multiple Agile teams: Jaguar Land Rover, Vodafone, BP, Greater London Authority and Freshfields
* Providing Line Management, strategic planning, strong technical leadership, architectural direction, development initiatives for project execution, timeframes for review and releases,
* Ensuring deadlines are met in line with business goals with time scopes and budget
* Maintain technical debt backlogs and ensure that they are continuously progressed.
* Providing technical leadership to geographically dispersed software development teams.
* Leading SPRINT Planning, estimation and responsible for ensuring code reviews, establishing best practices and taking responsibility for the code base and builds.
* Ensuring provision of credible and scalable development platforms, CI, Automated Testing, Quality Assurance, Build processes & Architecture, Tools for the teams and use of Best Practices in Agile development and Software Development Life Cycle (SDLC).
* Reporting on key delivery metrics including project progress and resource usage to business.
* Maximising efficiency and Managing Relationships through collaboration with stakeholders, and Performance of the Software Engineering team. Including offshore.
* Managing product backlog items (PBLi), Agile process and technical resources within project schedule. Working closely with Product Owner and Delivery Lead to gather and prioritise functional and non-functional requirements, and also manage capacity planning.
* Driving best practice to drive efficiency,boost morale, improve performance and capability
* Keeping abreast with trends in changing technologies to refine the engineering teams, governance and making decisions for business to achieve its goal and becoming competitive.
* Responsible for Hiring, Training & Development of the Software Engineering teams,Competence Matrix Evaluations.
* Working with third parties to supply development and content resources for JLR Platform
* Managing expectations, setting KPIs for the engineering teams, mentoring and coaching Software Engineers.
* 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.
* Gather and prioritise functional and non-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.
* Ensuring technical documentation are constantly reviewed to support development and training, on-boarding new Engineers.
* Responding to customer feedbacks through remedy procedures by working with Product Owners and UX team to estimate, build prototypes from design ideas to drive conversion and AB/MVT

Technologies & Platform: Node.js SAP, ExtJS, SQL, Apache, AngularJS, REACT, Apache, BASIS, ABAP, JAVA, Micro-services, SOA, Team City, CI,CD, Docker, AWS, CISCO.

**October 2015 – Jan 2017**

**Secgate**

***Head of UI Engineering***

Secgate is a specialist security advisory and technology innovation group. Secgate builds, implements and manages next generation of IT security tools to help clients analyse, correlate, identify and eliminate Cyber Security threats. Our clients use our software as enterprise immune systems to improve the longevity of their cyber security.

Alexander is responsible for leading the business's global dominance and development of Network Forensic Tools.

Technologies & Platform:: OOJS, REACT, REDUX, NodeJS, RESTful API, Charts, WebSocket, Socket.io, JWT, 2 Factor Authentication, AXIOS, MongoDB, GraphQL, JAVA, ApacheMQ, SCALA,SPRING.

Responsibilities

* Leading SPRINT Planning, estimation and responsible for code reviews, establishing best practices and taking responsibility for the code base and builds.
* Managing Relationships with stakeholders, and Performance of the Software Engineering team. Including offshore.
* Managing product backlog, Agile process and technical resources within project schedule. Working closely with Product Owner and Delivery Lead to gather and prioritise functional and non-functional requirements.
* Providing architectural and technical direction and leadership across project teams within the business portfolios.
* Driving best practice, ensuring Training & Development of the Software Engineering Team
* Ensuring provision of credible development platforms, CI, Automated Testing, Quality Assurance, Build processes & Architecture, Tools for the teams and use of Best Practices in Agile development and Software Development Life Cycle (SDLC).
* Reporting on key delivery metrics including project progress and resource usage to business.
* Working with third parties to supply development and content resources for Secgate
* Managing expectations, mentoring and coaching Software Engineers.
* Responsible for staffing and developing technical electronic assessment materials for hiring engineers

**July 2012 – September 2015**

**Marks and Spencer**

***Software Engineering Development Manager***

Responsibilities:

Initially appointed as Tech Lead for the digital transformation of the company’s eCommerce platform, and then to become Software Engineering Manager.

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

* Managing Relationships (60%) and Performance of the Software Engineering team. Including offshore.
* Providing hands on technical delivery (40%) and leadership across project teams within the business portfolios.
* Responsible for ensuring Training & Development of the Software Engineering Team – Marks & Spencer.
* Serving as Agile Coach, Advisor and continuously aligning team to business mission.
* Ensuring 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 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
* Worked on building the Tablet platform. Features I personally built included global navigation system, and the MyAccount area for supporting Loyalty Schemes.
* Driving best practice to boost morale, making decisions for business to achieve its goal and becoming competitive.
* Leading the Software Engineering teams in six product areas of the business’s e-Commerce platform ([marksandspencer.com](http://marksandspencer.com/)).
* Managing technical resources within 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, manage backlogs, code quality and assist QA group in evaluating tasks.
* Responding to customer feedbacks by working with Product Owners and UX team to estimate, build prototypes from design ideas to drive conversion and AB/MVT
* Keep abreast of new technologies, and refine team.

Technologies, and Development Practices: JavaScript, JavaScript OOP, AngularJS, NodeJS, GULP/GRUNT, MySQL, 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, Continuous Development, Continuous Integration.

**April 2011– July 2012**

**Daily Mail Group (Projects: Wowcher & Gamification)**

***Technical Lead***

Responsibilities

* Led the Technical Team in Redesign of  [wowcher.co.uk](http://wowcher.co.uk/) . A high volume e-Commerce website with 4 million unique users per month for Mobile, Tablet and Desktop platforms.  Particular areas I was involved in were adding Gamification and Loyalty Schemes to the site to reward customers.  Other features I worked on included adding personalisation, shopping basket to improve user experience for online, AB/MV Testing and tracking of user behaviour and events through clicks for Analytics and business interpretation.
* Worked in an Agile/ SCRUM environment in a multi-disciplinary team of Developers, Designers, Technical Architects, Business Analysts, and Test Engineers.
* Active participation in initial project life cycle. Providing development input and direction for defining design and technical architecture, frameworks, technologies, specifications, dependencies and estimation, Code Reviews. Gathering functional and non-functional requirements for business processes. Establishing Best Practices. Client facing.
* Translating functional and design specifications into structured, consistent semantic, re-usable, resilient, robust and light-weight templates for Mobile, Tablet and Web platforms.
* Team development, task scheduling, maintaining production deadlines and mentoring.
* Using Open Source Technologies, and W3C specifications to build re-usable templates, that are platform independent, and Cross Browser Compatible.

Technologies, and Development Practices: JavaScript, Knockout, .NET, eJS, GULP/GRUNT, MySQL, XAMPP,, jQuery & jQuery Mobile, PHP, OOPHP (PHP5), BDD, TDD, HTML, HTML5, Bootstrap, Hudson, GIT, CSS3, LESS, Responsive Design, Lean Agile Development, Continuous Delivery

**January 2000 – April 2011**

**British Broadcasting Company (BBC)**

Positions held:

* ***Senior Software Engineer***
* ***Senior 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, CSS 2/CSS3 & Media Queries/LESS CSS, OO JavaScript, Native JavaScript, AMD, Flash Embed, BDD, TDD, AGILE, JQuery, JQuery Mobile, Lazy Load Techniques, AJAX, JSON, XML, RSS, XSLT, iPlayer, XAMPP, SEO Techniques, Photoshop, W3C Standards, CMS, XAMPP, LAMP, AKAMAI.
* Platforms:  Windows, Apache, PHP.
* Continuous Integration: QUNIT, SVN, GIT, Tortoise, Eclipse,  JIRA, TRAC, Confluence. AGILE, Waterfall, Code reviews, Microsoft Suite.

**JAN. 1999 - to date:**

***Visiting Lecturer – Business Computing - The City Literary Institute (<http://www.citylit.ac.uk/> )***

Subject Area:

* JavaScript and JavaScript Frameworks

Coverage

* Emerging Technologies
* Digital Transformation
* Best Practices

**Qualifications**

* MSc Telematics (Informatics & Telecommunications) - 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 English, Russian and conversational French.