

Leon Delaimy

Senior Software Engineer @ KnownOrigin/eBay

Jul 2024 - Present

- Communicating and collaborating with multi-disciplinary, cross-functional teams of engineers, artists, designers, data scientists, managers and stakeholders on a daily basis
- Taking ownership in the full life cycle of product development, with responsibility in gathering requirements, scoping features, documentation, data modelling, designing and testing in all projects - striving for code quality, robust architecture and extensibility
- Building and delivering eBay's first web3 offering, implementing blockchain-based solutions from concept to production, ensuring seamless integration with existing infrastructure, and achieving a successful go-to-market launch that met key milestones and drove early user adoption
- Championing engineering excellence and ensuring best practices/industry standards for observability, security, scalability, availability and performance
- Identifying gaps and issues across systems, proposing solutions and driving resolutions
- Openly and honestly expressing points of view and communicating technical trade-offs
- Training and mentoring members of the team. Providing support, guidance and sharing knowledge through pair programming and mob sessions
- Regularly presenting at company-wide sessions, delivering updates on the latest project developments, from high-level overviews to technical deep dives, and sharing insights from exploratory spikes and research findings

Full Stack Software Engineer @ KnownOrigin/eBay

May 2023 - Jul 2024

- Building multiple shared SDKs for wallet and checkout web3 experiences, with decoupled modular architecture for flexible integration with various service providers and internal services
- Implementing Nx tooling for shared monorepos with reusable libraries, custom generators, pre-commit hooks and automated build/test pipelines that run affected applications in parallel for optimized CI/CD
- Leading the build of automated ephemeral environments, allowing for short-lived isolated testing of infrastructure changes, feature previews and sharable links for cross team collaboration
- Driving deployment of production environments, improving CI/CD pipelines using GitOps, cloud caching and observability
- Contributing to reusable React component libraries, utilising server-side rendering frameworks such as NextJS and Remix for highly performant UI/UX

Software Consultant @ Infinity Works/Accenture

Oct 2021 - May 2023


- Taking ownership of multiple streams of work on multiple projects, learning new technologies and complex data pipelines
- Executing a successful cloud migration of live, business critical data pipelines from on-premises data centres to AWS, which required extensive testing and planning to safely switch over with minimal downtime
- Building new React frontend components for an existing component library with direct impact to users, improving the user experience and data quality fed into downstream systems
- Leading client engagements, evaluating requirements and breaking down work into iterative deliverables following discovery
- Leading regular live demos at different stages of product lifecycle and maintaining effective relationships with clients

Software Engineer @ VISFO

Sep 2018 - Oct 2021

- Streamlining content creation and management by leading the build of a database driven CMS for creating different versions of a reusable React application with sharable links
- Contributing to the decoupling of monolith database and API architecture into Golang microservices
- Coordinating the migration of existing frontend applications to a bespoke library of reusable components, collaborating with UI/UX designers on design methodologies
- Optimizing desktop applications to be mobile responsive, improving code quality, error handling, standardized UI and site wide consistency
- Deploying Kubernetes infrastructure and GCP resources required for various containerized applications and servers, utilising automated CI/CD pipelines
- Writing custom Bash scripts and configurable Python scripts for various automated tasks

 leondelaimy.com

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 GitHub

 LinkedIn

Skills

Frontend

TypeScript, React, HTML, CSS

Backend

TypeScript, Python, Golang, GraphQL

Database

Postgres, DynamoDB, Firestore

Web3

Ethereum, NFTs, Ethers, Viem, Solidity

Tooling

Nx, NextJS, Remix, NestJS, Webpack, Vite

Scripting

Bash, Python, JavaScript

Infrastructure

AWS, GCP, Terraform, Docker, Kubernetes, Linux

CI/CD

GitHub Actions, GitLab Pipelines, Jenkins, TeamCity

Version Control

GitHub, GitLab, git

Software

Ableton Live, TouchDesigner, Unreal Engine, Photoshop,

Education

Northcoders

Feb 2018 - May 2018

Trainee Software Engineer

University of Manchester

Sep 2014 - June 2017

Biomedical Sciences, Bsc (Hons), Class: 2:1

Reed's School

Sep 2006 - July 2013

A-levels: Biology: A, Chemistry: A, Mathematics: A

GCSEs: 8 A* 1A

Interests

Audio engineering, sound design, creative coding, interactive installations, generative art, 3D printing