

LUCY STEVENS

FULLSTACK SOFTWARE ENGINEER | lucystevens.uk

An experienced full stack software engineer, specialising in designing and developing resilient systems using micro-services.

EXPERIENCE

SENIOR SOFTWARE ENGINEER • UNITY (*MERGED FROM DELTADNA*) • JULY. 2018 - PRESENT

- Oversaw the migration of key deltaDNA features to the new Unity Gaming Services platform
- Designed the architecture for the micro-service system powering customer charts and dashboards, using a federated pattern.
- Implemented additional features allowing customers to directly query their data in our Snowflake warehouse using SQL in a web UI.
- Technical owner for the deltaDNA campaign decision engine, a highly available service handling over 6000 requests per second, and implemented a successful migration in the analytics exports from VoltDB to Google Pub/Sub.
- Worked on an initiative to discover, document and improve critical ETL tasks backing the analytics data platform.

SOFTWARE DEVELOPER • IAN WILLIAMS • SEPT. 2016 – MAY 2018

- Continued in a permanent position as a java software developer within the IT team following my software and web development apprenticeship.
- Maintained and migrated legacy systems to a new framework, using Spring and Hibernate.

SKILLS

- Significant experience building microservices and ETL tasks using Kotlin and other JVM languages.
- Building functional websites for complex data interaction using React, Typescript, and Javascript
- Writing SQL queries to analyse large structured datasets in a performant manner.
- Using data to identify, quantify, and design solutions for key customer problems.
- Diligent in creating clear, detailed process and technical documentation, and sharing knowledge through the team via mentoring.



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PERSONAL PROJECTS

JUNCTION • PROGRAMMATIC REVERSE PROXY • IN DEVELOPMENT

- Created a programmatically updatable reverse proxy server designed to allow automation of deploys, without updating Apache or Haproxy configuration files.
- Written in Kotlin, using Undertow as a HTTP server, with automatic SSL certificate renewal.
- Proxied routes and domains updated on-the-fly via an API, and SSL certificates requested via an ACME server, for example LetsEncrypt.
- End-to-end integration tests use Pebble as a containerised acme server to verify the SSL renewal implementation.

CLOSETBREWINGPROJECT.CO.UK • WEBSITE API & UI • ONGOING

- Built website and backing API for Closet Brewing Project nanobrewery.
- Frontend written in Typescript using the React framework.
- Backing API written in Kotlin using Javalin as the HTTP server.
- Deployed using Docker containers which are automatically built and updated on the server using a GitHub actions CI/CD pipeline.

PERSONAL INTERESTS

Outside of the workplace I co-run a nano brewery, Closet Brewing Project, with my partner. I started home brewing in 2018, and gained our license to produce, hold, and sell beer commercially in 2022. I love the combination of creativity and scientific precision that brewing requires, and we brew a variety of styles on a semi-regular basis.

I also enjoy a variety of outdoor activities including kayaking down on Portobello beach, rock climbing in the Highlands (and Islands), and cycling around Edinburgh's paths. I'm a huge fan of live music, and you'll often find me bobbing along in venues in Edinburgh and Glasgow.

EDUCATION

APPRENTICESHIP

- Level 3 Certificate in IT Systems & Principles
- L3 Diploma in IT Professional Competence

A LEVELS

- Mathematics A*
- Physics A
- Further Mathematics B

GCSES

- 5 A*, 3 A and 2 B

Personal and professional references available upon request.



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