lukecollier

Software Engineer

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Timeline

2022 - Now	**Skedulo**	Senior Scala Engineer

Picking up where my dissertation left off working with NP-hard problems and providing integrations that generated schedules for hundreds of people. I implemented the team's ways of working, improving time to delivery but also tracking it and experimenting on our team metrics. Performed large architectural migrations resulting in a 5% drop in CPU usage across service replicas.

2021 - 2022	**OrgVue**	Senior Scala Engineer

While working at OrgVue I fully automated the release pipelines. By working with our operations team I implemented strategies that allowed developers to self serve their infrastructure requirements reducing blocked work streams.

2019 - 2021	**Disney Streaming Services**	Scala Engineer

At Disney Streaming I built an A/B testing platform with extreme requirements around performance. Focussing on these requirements, identifying, and removing blocking operations, leading to improving our throughput by 20%. I was also able to mentor and up-skill 2 other team members in Scala and funtional programming in under two weeks. I created and deployed internal documentation reducing integration questions by 2 a week.

2017 - 2019	**Booking.com**	Software Engineer

I impleneted A/B tested features with over one hundred concurrent experiments ran daily and thousands of users per minute. This gave me the confidence to make changes, monitor releases and respond to outages. I released, monitored, and fixed hundreds of features and had one of the highest monthly contribution in the organization across a 500+ engineering team.

2014 - 2017	**BSC First with Honours in Computer Science**	Bangor University

While at university my dissertation was on Genetic Algorithms, with research into various machine learning algorithms. I created a project that would take a data set and provide an optimized timetable based on a fitness function.

Traits

- **Committed to Innovation & Learning** - When moving to Disney Streaming Services I took on personal projects to coincide with our technology choices. This enabled up-skilling fellow team members.
- **Working in a Team** - I thrive in a collaborative team environment, at Skedulo I'm often discussing and pairing allowing faster design and feedback loops.
- **Continuous Releases** - While working at Disney & OrgVue I was crucial in shaping our infrastructure pipeline for minimizing time to release. I strongly believe the ability to move quickly is the key to robust software.

Personal

- **Climbing** - I'm active in the Manchester climbing community, I enjoy the slow methodical planning it takes to action complex sequences to get to complete a route.
- **Van Converting** - I've been converting a van, doing the entire process from inception to actually building and installing all the services you might not expect in a metal box.

Specifics

Migrating from **Maven** to **Gradle**, and **Cats Effect 2** to **3**,
Async functional programming in **Scala** with **Cats Effect** or **ZIO**.
Agile using **XP** and **Scrum** and a **Kanban** advocate.
Databases with **Postgres** and **HikariCP**
Infrastructure as code using **Terraform**.

References are to be given upon request