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 lead tracking it and experimenting with our team metrics. Performed large architectural migrations to reduce our out-of-date dependencies to zero. Identified high resource usage leading to a 100% improvement.

2021 - Aug	**OrgVue**	Senior Scala Engineer

By working with the operations team implemented strategies that allowed developers to self-serve their infrastructure requirements reducing blocked work streams. Fully automating the release pipelines leading to reduced delivery time.

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

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%. Mentored and up-skill 2 other team members in Scala and functional programming in under two weeks. Created and deployed internal documentation reducing integration questions by around 2 a week.

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

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

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

My dissertation was on Genetic Algorithms with research into various heuristic and meta heuristic algorithms. 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 took on personal projects to coincide with our technology choices. This enabled up-skilling fellow team members.
- **Working in a Team** - Thrive in a collaborative team environment, often discussing and pairing allowing faster design and feedback loops.
- **Continuous Releases** - While working at Disney & OrgVue shaped the 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**, **Doobie**, and **HikariCP**
Infrastructure as code using **Terraform**.

References are to be given upon request