

MIKEY WOTTON

Senior Software Engineer

+44-7943-624-891

wotton.software@gmail.com

git@wotton-software

<https://mikey-wotton.github.io/>

CORE SKILLS

<i>React</i>	<i>AWS</i>	<i>Java</i>	<i>NoSQL</i>	<i>Agile Development</i>
<i>React Native</i>	<i>Kubernetes</i>	<i>gRPC</i>	<i>SQL</i>	<i>Software Architecture</i>
<i>Golang</i>	<i>Docker</i>	<i>Protobuf</i>	<i>Cloud Native</i>	<i>Accessibility</i>
<i>GCP</i>	<i>Pub/Sub</i>	<i>Terraform</i>	<i>Jira</i>	<i>TDD/BDD</i>

EXPERIENCE

Contractor – Senior Software Engineer, News UK.

May 2022 – Oct 2023

Contracted to aid in rebuilding the web-platform team responsible for Virgin Radio, TalkSport, and TalkTV. Focused on stabilizing the remaining team, streamlining the release process, and cutting down on lengthy inhibiting processes. This led to successfully launching the TalkTV website on time, attracting around half a million weekly listeners to a News UK-owned platform.

Contributed to cross-division initiatives by creating and providing input to ADRs, improving services, and giving feedback on design systems. Furthermore, spearheaded redesign of monitoring tools in New Relic, simplifying and drastically reducing issue detection and response times from minutes to seconds while minimizing noise and false positives.

- **Produced & contributed to cross division ADRs**
- **Reduced costs by streamlining processes**
- **Improved issue response and detection times from minutes to seconds**
- **Designed, developed, deployed, & maintained products used by millions**

Senior Software Engineer, Nando's UK & IRE. Software Engineer, Nando's UK & IRE.

October 2020 – May 2022

During the pandemic, joined Nando's to aid in their shift from eat-in to multi-service. Worked in the Fulfilment team as a full stack developer, mainly with GCP but some AWS (S3). React+React Native for front end and Golang+Rust for backend in a micro-service architecture leveraging Kubernetes and Google Pub/Sub. Fulfilment handled processes from quotation, ordering, through to post-order services like refunds and resolutions. Helped design SLAs, SLIs, and SLOs, between Nandos and Deliveroo (delivery provider), including implementation using GCP Cloud Monitoring.

Became interim Team Lead for Fulfilment for around four months which included providing domain knowledge at architectural meetings, championing the Fulfilment team, prioritizing work, and providing weekly status updates to management. Improved inter-service observability and monitoring by leveraging standardization of structured logging across Nando's divisions via an ADR proposal. Resulting in a significant drop in production outage resolution times (18m quicker on average).

- **Stepped up as Team Lead, became main point of contact for all things Orders & Fulfilment**
- **Implemented policies leading to faster outage diagnoses times (18m quicker on average)**
- **Organised training opportunities for colleagues resulting in improved developer morale**
- **Designed, developed, deployed, and maintained full stack systems**

Software Engineer, Visa Europe Ltd. Graduate Software Engineer, Visa Europe Ltd.

July 2018 – Oct 2020

Joined as a Java developer but took an opportunity to learn Golang as Visa was using it to replace their mainframes. Used Golang to build tooling to automate tedious tasks in the office. Ran workshops to help colleagues gain confidence with the language, including design patterns workshops and building a repository of practical Golang challenges. Led a team of 3 peers tasked with automating test processes which were largely manual and prone to error. The successful outcome of which drastically reduced test validation time and all but eliminated human errors.

- **Use of automation to reduce error rates and human input**
- **Reduced QA test validation from 4 days to 2 on average**
- **Designed and implemented 5 workshops for peers around Golang**
- **Organised team building events from scratch**

EDUCATION

Bachelor of Science (Computer Science)

First Class Honours

University of Kent, 2014–2018

REFERENCES

Available on request