

# David Guy John

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## i Summary

As an engineer, over the last few years I have found my interests shifting from being primarily focussed on the technical aspects of my role, toward a much more people oriented point of view. This has been as much about understanding how users interact with the tools and software I'm building, as it has improving how I work with other people on the projects I've been involved with.

I'd very much like to find a role that would allow me to continue building and developing systems that have an impact on real people, whilst also letting me use and improve the product and team-centric skills that I feel I've been developing in the last few years.

## 📊 Experience

### OVO Energy

July 2020 to April 2021

*Senior Software Engineer*

*Bristol*

- The team was focussed on building and improving tools to be used by first line customer service agents.
- Very product oriented and metrics driven.
- Full-stack Typescript code base running on Kubernetes, with a React front-end, integrating with Kafka.

### Red Badger

September to December 2017 and March 2019 to April 2020

*Contract Senior Software Engineer*

*London*

- Working as part of an agency team on digital transformation projects for a high-street bank
- Building operational dashboards and doing production readiness work on backend systems
- Full-stack Typescript code base running on Kubernetes, with a React front-end

### Echo

January to June 2018 and October 2018 to February 2019

*Contract Senior Software Engineer*

*London*

- Helped to migrate a mostly monolithic back-end application onto a Kubernetes hosted, micro-services infrastructure.
- Services were built in Go, using gRPC, but with a small number of Node.js services where suitable.

### ustwo

August 2015 to August 2017

*Senior Fullstack Developer*

*London*

- The majority of the work was centred around product discovery in combination with user testing. The aim being to validate or disprove ideas as quickly as possible.

### Pusher

August 2014 to July 2015

*Platform Engineer*

*London*

- Worked to build a new distributed messaging bus in Haskell to replace the existing Redis implementation

### Mind Candy

April 2012 to July 2014

*Tools Software Engineer*

*London*

- A varied role involving building internal tools, maintaining C.I. systems and supporting product teams.
- Mix of Scala/Play Framework, Backbone/Angular and Python with PostgreSQL

## Teaching

### 23 Code Street

Teacher

December 2018 to February 2020

London

- 23 Code Street is a coding school run specifically for those who identify as female or non-binary, with the aim of helping under-represented people get into tech jobs.
- I was responsible for helping create and then teach a new, more JavaScript focussed curriculum.

## Education

### University of Reading

2005 to 2008

BEng Electronic Engineering 2.1

- Programming was entirely C and C++ with an emphasis on embedded systems
- Gained a solid grounding in DSP theory and engineering mathematics.

### Eton College

1999 to 2004

A Levels	Physics, Maths and Further Maths
AS Levels	I.T. and Electronics
GCSEs	English, French, Latin, Chemistry, Physics, Biology, Maths, Electronics

## Interests

My interest in software came initially from my interest in electronic hardware. Specifically building guitar effects and learning about synthesizers. At some point I realised that the speed of iteration with software is significantly quicker and so it became more of a focus for me.

I regularly do visual performances as part of the live-coding scene and build tools, environments and languages to help me do that.

Outside of coding and art, I'm a keen rock climber, having now spent a significant amount of time climbing in the U.K. and beyond. My decision to relocate to Bristol was mainly down to wanting to be in a better location, so I can spend more time falling off cliffs.

Public speaking is something I enjoy and am always looking for opportunities to do more, whether that be in a technical capacity or otherwise. I've previously presented on subjects ranging from software tool development to language design for live coding environments.

## Technical Skills

Languages	JavaScript, TypeScript, Go, Haskell, Python, C
Frameworks	React, Express, Flask, Django, Lile, Play
Databases	PostgreSQL, MySQL
Tools	Git, Docker, Terraform, General *nix sysadmin
Infrastructure	Google Cloud, Kubernetes
Management	Agile Development Practices, DevOps, Continuous Integration and Delivery