

Samuel Musgrave Jordan

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Backend engineer building the lending origination platform at Engine by Starling. 3 years experience with Java, event-driven systems, and fintech platforms at scale. Based in London, UK.

EXPERIENCE

Engine by Starling

Software Engineer | Java, Guice, Postgres, TeamCity, Kubernetes, AWS

London, UK

August 2024 – Present

- Backend developer for Engine, a bank-in-a-box SaaS product operating as core infrastructure for banks worldwide.
- Built lending origination platform from scratch as graph-based state machine—clients design application journeys with automated decisioning, credit checks, fraud scoring, and 3rd party webhook integrations and more.
- Architected async job orchestration system using Postgres-backed queues with exponential backoff and retry semantics, enabling reliable execution of multi-step workflows across system actions and applicant inputs.
- Delivered platform from conception to production within 9-month timeline, handling 10k+ concurrent in-flight applications.
- Led 3-person subteam developing visual configuration editor (drag-and-drop node-based UI) with visitor pattern validation engine to prevent invalid graphs including cycle detection and unreachable node identification.
- Implemented immutable config versioning with draft/live promotion—clients iterate on drafts freely, then deploy atomically with zero-downtime cutover for new applications.
- Scaled clients from single bespoke lending product per bank to 6+ self-configured products, eliminating weeks of engineering work per product launch.
- Built agent management portal with real-time application filtering, document review, status tracking, and manual intervention tooling across multiple banking clients.

American Express

Brighton/London, UK

Software Engineer | Java, Spring, Postgres, Jenkins

September 2022 – August 2024

- Maintained global statements platform processing 10M+ daily documents, participating in on-call rotation for production incident response and resolution.
- Built internal dev portal for dead letter queue management in event-driven architecture, enabling self-service job replay during incidents and reducing mean time to recovery.
- Delivered in-house statement generation platform replacing external vendor, saving £1M+ annually through microservice architecture with Kafka, Postgres, and Redis.
- Established CI/CD practices with Jenkins pipelines and comprehensive test coverage across services.

PERSONAL PROJECTS

Game Server Hosting Platform

- | Java, Spring, Next.js, Stripe
- Live Minecraft hosting platform with automated provisioning, Stripe billing, and paying customers.

Personal Media Server

- | OCaml, Dream, HTMX
- Self-hosted streaming platform with automatic library scanning, metadata integration, and HLS transcoding.

GPU Raytracer

- | C++, OpenGL, GLSL
- GPU-accelerated raytracer with physically-based lighting rendered entirely in fragment shaders.

TECHNICAL SKILLS

Languages: Java, Python, C/C++, OCaml, TypeScript, SQL

Frameworks & Libraries: Spring, Guice, Next.js, Dream

Developer Tools: Redis, Postgres, Kafka, Maven, Gradle, Jenkins, TeamCity, Kubernetes, AWS, Stripe

EDUCATION

University of Southampton

MEng Aerospace & Astronautics, Upper Second Class Honours

Southampton, UK

Sep. 2018 – Jun. 2022