

Samuel Musgrave Jordan

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Backend software engineer with 3 years of experience architecting and delivering high-performance Java applications in the fintech sector. Based in London, UK.

EXPERIENCE

Engine by Starling

London, UK

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

August 2024 – Present

- Backend developer for Engine, a bank-in-a-box SaaS product operating as core infrastructure for banks worldwide.
- Built greenfield lending origination service from scratch, implementing API endpoints, business logic, and payment processing using Java and Guice.
- Designed highly configurable system enabling banks to customize credit rules, application workflows, and compliance requirements through configuration rather than code changes.
- Delivered platform to production within aggressive 9-month timeline, deployed on AWS with Kubernetes orchestration.
- Led a small cross-functional subteam developing web management portal, coordinating backend services with frontend integration. Coordinated with product managers and clients directly.

American Express

Brighton/London, UK

Software Engineer | Java, Spring, Postgres, Jenkins

September 2022 – August 2024

- Contributed to global statements platform processing 10M+ daily documents with near-zero failure rate using Java Spring.
- Built a platform to handle bank statement generation in-house, saving £1M+ annually. Implemented microservice architecture with Kafka, Postgres, and Redis.
- Automated deployment pipelines using Jenkins and established comprehensive JUnit test coverage.

PROJECTS

Game Server Hosting Platform | Java, Spring, Next.js, TypeScript, Postgres

- Built Minecraft server hosting platform with Stripe billing and authentication integration.
- Implemented cloud server provisioning, DNS management, and game process spawning via async job queues.
- Deployed live platform serving real customers with automated resource management.

Personal Media Server | OCaml, Dream, Postgres, HTMX

- Developed streaming platform with automatic library scanning and TMDB metadata integration.
- Implemented HLS protocol requests for seamless video playback and seeking in browsers and VLC.
- Utilised FFMPEG for live video transcoding.
- Built using functional programming principles with OCaml.

GPU Raytracer | C++, OpenGL, GLSL

- Implemented GPU-accelerated raytracer with physically-based lighting and recursive reflections.
- Renders complex 3D scenes entirely in fragment shaders for real-time performance.
- Optimized rendering pipeline using efficient algorithms and OpenGL best practices.

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

Southampton, UK

MEng Aerospace & Astronautics, Upper Second Class Honours

Sep. 2018 – Jun. 2022