

Tahar Meijs

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Experience

Deloitte – Amsterdam, The Netherlands

September 2019 – Present

Senior Software Engineer

- Lead the design and development of an asynchronous event-driven application by aligning with multiple stakeholders and turning their ideas into concrete requirements for my development team to pick up.
- Modernised the architecture of a large multi-year legacy distributed monolith application by clearly separating domains, merging services, and (re)defining the datamodel where necessary.
- Improved the Cloud Engineering team's talent pool by taking part in a few dozen hiring interviews to make sure that we hire the right profiles that would complement the team's existing capabilities.
- Coached and mentored junior colleagues to help them shape their careers by regularly scheduling 1:1 sessions, making room for them to learn skills, and by sharing advice on how they could achieve their goals.
- Acted as technical team lead for a cross-functional international team of a dozen engineers by enforcing a clear technical vision and ensuring that everyone is aligned on the direction the project is headed in.

Software Engineer

- Designed and built new microservices for a digital lending solution for a Dutch bank by collaborating across teams and by proactively suggesting improvements.
- Connected a complex microservice system with a datalake by creating a custom ETL (Extract, Transform, Load) microservice that converts unstructured JSON Kafka events into SQL tables and uploads the data via FTP.

Junior Software Engineer

- Built a digital lending solution for a large Dutch bank that reduces the time it takes to apply for a loan from 6 weeks to 15 minutes by automating their offline processes.
- Implemented new business logic in various microservices by collaborating with senior engineers on the team.

Sumo Digital – Sheffield, United Kingdom

September 2019 – August 2020

Junior Programmer

- Sped up QA feedback cycle by building a dashboard for a custom testing framework that displays graphs, performance statistics, history, test results, and video streams using a NodeJS server and Websockets.
- Optimised Unreal Engine's source code to more efficiently pack a game's resources for PlayStation platforms by aligning data closer together in the final disk image.

Placement Programmer

- Improved quality of PlayStation 5 launch title "Sackboy: A Big Adventure" by creating a custom cross-platform testing framework for PC, PlayStation 4, and PlayStation 5 using C++ in Unreal Engine 4.
- Reduced test result ambiguity by creating a custom GPU-accelerated automated video recorder application that allowed the QA department to see why their gameplay tests failed.

Skills

Languages: Java, C++, Go, JavaScript

Technologies: Kafka, Spring Boot, AWS, React, Docker, Kubernetes

Other: End-to-end delivery, mentorship, requirement refinement

Education

University of Amsterdam – MSc Software Engineering

2024 – Present

Breda University of Applied Sciences – BSc Creative Media and Game Technologies

2016 – 2020