PROFILE

Innovative and agile Cloud-Native Lead Full Stack Engineer with 8+ years' experience building scalable, high-performance applications. Proven leadership across teams and projects using TypeScript, Go, Python, Java, and C# within cloud and microservices environments. Passionate about clean architecture, event-driven systems, and continuous delivery.

TECHNICAL SKILLS

Languages/Frameworks: TypeScript, Go, Python, C#, Java, React, Vue, React Native, Node.js, Solidity
Cloud/DevOps: AWS, GCP, Azure, Docker, Kubernetes, Terraform, CI/CD (GitLab, GitHub Actions)
Architecture: Microservices, Event-Driven Systems, CQRS, DDD, SOLID, DRY, Functional & OOP
Databases/Tools: PostgreSQL, MongoDB, Prisma, GraphQL, gRPC, MQTT, Playwright, ServiceNow
Certifications: ITIL Foundation, Agile Foundation, Azure AI Fundamentals, OWASP

EXPERIENCE

Technical Lead – Oval3 (Web3) | *June 2024 – Present*
Led a team delivering a blockchain-based rugby gaming product.
- Reduced cloud costs by 49% migrating App Engine to Cloud Run
- Improved site performance (Lighthouse 43 → 84), refactored GraphQL APIs
- Delivered modular NFT system & automated Stripe payments
- Introduced Terraform IaC, CI/CD, and private VPC networking
- Built dynamic SVG-based NFT generation, Playwright testing suite

Senior Software Engineer – eBay (Web3) | *Mar 2022 – Feb 2024*
Designed and deployed NFT infrastructure across multichain environments.
- Built scalable EVM indexer (processed 21M blocks in 4 hours)
- Implemented ERC721/ERC1151 smart contracts, GraphQL + CQRS read/write split
- Developed Artist Dashboard & integrated Intercom for support
- Led CI/CD automation and introduced Terragrunt for infrastructure consistency

Software Engineer – Fujitsu Ltd | *Jan 2018 – Mar 2022*
Delivered mission-critical systems for government and AR apps.
- Scaled Go-based backend for 6M+ WSQ files; optimised with pprof
- Led 7 devs in serverless mobile PoC (React Native + Java + AWS Step Functions)
- Built Unity-based AR app with MQTT, native iOS/Android plugins, and CI/CD
- Created custom shaders, image processing with OpenCV, and native device APIs