Alex Pooley

Software Engineer. Gaming Enthusiast. Open Source Fanatic.

🧭 Colchester, United Kingdom
📱 +44 7 943 941 456
📧 zuedev@linux.com
🌏 zue.dev

About Me

I am a self-taught software engineer with experience in cloud computing and operations management. Finding every opportunity to learn something new drives my work and hobbies alike. Usually found contributing what I can when I can to open-source projects, I enjoy the feeling of running the gauntlet of peer review and scrutiny that only OSS can truly provide. In my spare time I like to play video games, breaking and changing them through modding, and building communities for the goal of raising money for charities such as SpecialEffect.

Work Experience

Technical Lead @ CORE Data Systems (March 2018 - Present)

I am currently the lead developer for a fluctuating team of 5-10 developers. My responsibilities include organizing the team's efforts to ensure high rates of productivity and maintaining a low technical debt. I also hold the responsibility for the uptime of applications by incorporating modern technologies, such as continuous integration pipelines, Kubernetes deployment manifests, app health checks, complicated cluster charts, and more.

Full Stack Developer @ BayCat & Aspen Woolf (April 2017 - March 2018)

I primarily worked with BayCat as a white-label provider for hosting and WordPress development services, the former utilizing a combination of Kubernetes and Load-Balancers to achieve high availability across a CDN-backed infrastructure.

Backend Engineer @ World Registration Systems (November 2016 - April 2017)

Primarily working with PHP and MySQL, I gained valuable experience working with a much older codebase which was over 8 years old. This was also my first experience providing professional hosting services, which was built upon Ubuntu VMs.

Projects

Contributor @ World Anvil (2018 - Present)

I provide technical consultation for both the infrastructure and automation elements of the project. My hands-on approach to resolving issues has allowed me to practice using first-response measures for maintaining site reliability as well as how to plan and implement long-term solutions for scaling and distribution. I am also working on a mobile app built with React Native and Expo for both iOS and Android platforms.

Lead Developer @ Coronavirus Toolkit (2020 - 2021)

The goal of this project was to provide a free, pragmatic, evidence-based set of tools to combat COVID-19 for all. I was tasked with the leadership of the development team and all technical aspects of building, maintaining, and delivering the application to a worldwide audience.

Community Manager @ Unnamed Group (2016 - Present)

My goal with Unnamed Group is to build an active gaming community built around spreading the enjoyment of gaming for all. We regularly hold streaming events to help promote and raise funds for the charity SpecialEffect that empowers physically disabled people to play video games.

Producer @ Blue Bean Games (2019 - Present)

An indie game studio close to my heart, Blue Bean Games has given me the opportunity to focus my creative energies into providing gaming experiences for all to experience. Being a completely open-source studio, we aim to make waves in the gaming industry by showing that transparency and commercial longevity are not mutually exclusive.

Pretty version: zue.dev/cv.pdf