

Software engineer with 13+ years of experience who's shipped several successful projects across large companies and start-ups. I have worked across the stack but I'm most passionate about the front-end and building high-performance web applications that are a joy to use.

Work Experience

Principal Software Engineer

GoDaddy

2020–Present

Remote, UK

Worked on [GoDaddy Studio](#) (known as [Over](#) pre-acquisition), a content creation tool that empowers everyone to create beautiful images and videos.

- Built new features: Pages, Video, Remove Background, Color Palettes, AI Automation.
- Web guild lead: Ensure web engineers across squads are in sync; identified and drove process improvements.
- Won company-wide engineering award for greatest improvement to quality after improving unit and end-to-end tests and built a team culture that writes tests alongside new features.
- Technologies: TypeScript; React; Styled Components; MobX; jest; Cypress; AWS.

UI Software Engineer

Rare

2017–2020

Midlands, UK

Worked in the UI team on the game [Sea of Thieves](#). Used [Coherent GT](#) (based on WebKit) to build responsive game interfaces with web technologies.

- Built new features in collaboration with game and UX designers. Analyzed and improved UI performance.
- Introduced linting which cut down the amount of code review cycles.
- Sea of Thieves has over 30 million users and is the most successful new franchise on Xbox One.
- Technologies: TypeScript; PostCSS; jasmine; C++; Coherent GT; Unreal Engine 4.

Software Engineer

import.io

2016–2017

London, UK

import.io creates software that allows anyone to extract data from the web. Worked as full stack engineer in the platform team.

- Implemented a rewrite of the browser rendering stack that made it easier to add features, scale and produced better results for customers.
- Built a new page interaction feature to record user actions and then play them back on the server to extract hard-to-reach data.
- Technologies: Node.js; JavaScript; Electron; Mocha; Python; Circle CI; AWS.

Senior Software Engineer

SMART Technologies

2014–2015

South Africa

Worked in the real-time services team on SMART Amp, a web-based education platform that enables teachers and students to collaborate across computers and mobile devices in real-time.

- Maintained existing services, worked on a rewrite of the real-time service and built data analysis tools.
- Halved time it takes to run automated tests.
- Technologies: Java; Firebase; JavaScript; Python; Redis; MongoDB; InfluxDB; Robot Framework; AWS.

Senior Software Engineer

Derivco
South Africa

2009-2014

(2011-2014) One of three original members that designed and built our mobile HTML5 product from scratch which grew into the largest department in the company. Responsible for the architecture, design, and development of the framework/platform our HTML5 games are built on. Designed and built web services, databases and a lobby for presenting games.

Technologies: JavaScript; HTML5/CSS3; React; C#; ASP .NET MVC; SQL Server; Gulp; WebGL.

(2009-2011) Worked on a client and server framework for building Flash games in the Flash Core team.

Technologies: Flash AS1, AS2, AS3; Adobe Flex; PureMVC; ASP .NET; JavaScript; C#.

Tutor

University of KwaZulu Natal
South Africa

2007-2009

Tutor for several computer science courses at the University of KwaZulu Natal which involved helping students with their practical work to ensure they understood the content and marking assignments and tests.

For the course, COMP 301 - Software Design, students were required to build a fully functional content management system using J2EE. I mentored 3 groups of 5 students and gave them guidance with the design and implementation of their project and thesis.

Education

- **BSc (Hons) Computer Science**, University of KwaZulu Natal **2009**
 - Degree awarded summa cum laude
 - Thesis topic: Towards Autonomous Soccer Playing Robots
 - Subjects: Image Processing & Computer Vision; Neural Networks; Simulation Modelling; Computer Graphics; Cryptography & Network Security; High Performance Computing
- **BSc Computer Science**, University of KwaZulu Natal **2006-2008**
 - Degree awarded cum laude
 - Dean's Commendation(Aggregate > 80%) awarded for 4 semesters
 - Certificate of Merit(Top 15% of the class) awarded for 9 courses