Dr Steven Trotter

Address:	**DOB:** 7th December 1982
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WR14 ***	

Profile: Lead Software and Platform Engineer with 10+ years of commercial experience in various roles and PhD in pure mathematics looking for work as Lead or Principal Engineer.

Skills:

- **Computing Skills:** Experience with a variety of wide ranging IT technologies including:
  - **Advanced:** NodeJS, Python, Rust, Bash, PowerShell, Azure, AWS, Terraform, IaC, CI/CD, Serverless, Monitoring, Software Engineering, Debugging, Testing, Windows, Linux, Vim, Git.
  - **Intermediate:** Docker/Kubernetes, Postgres, Integration and Performance Testing, Go, C/C++, C#/.Net, Java, Agile, Data/Log Processing, Architecture.
- **Interests:** Software Engineering, Testing, Cloud Native, Automation, Architecture, Performance, System Programming, Security & Cryptography, Science, Mathematics, Complex Problems.
- **Communication Skills:** Excellent written, spoken and presentational English.
- **Learning Aptitude:** Proven excellent ability to rapidly and effectively learn new technologies.
- **Problem Solving:** Highly developed problem solving skills in science and technology.

Work Experience:

January 2021 - present	**Platform Engineer/Platform Capability Lead**, BJSS

- Built and ran a team of 10+ Platform Engineers, a Cloud Architect, Cloud Support Engineers and others in the Birmingham office. Responsibilities included ensuring success of our projects, placing engineers into correct projects, recruitment decisions and pastoral care for engineers.
- Worked as Tech Lead on a huge Azure migration project for a gaming project, and on software development for an investment banking firm and large eCommerce project, amongst others.

September 2019 - December 2020	**Site Reliability Team Lead**, Bought By Many

- Responsible for the cloud infrastructure, site health and building and managing the SRE team. Worked on multiple workstreams including frontend and backend deployment solutions, site monitoring and stability and continuous integration of Microservices.

October 2017 - September 2019	**Software Engineer; Senior Software Engineer (Post Oct 2018)**, Kainos

- Worked on critical NDA government project on largest grossing account in dev and ops teams.
- Received consistently excellent feedback both internally and from customer ranging up to deputy director level regarding both excellent and wide ranging technical capabilities and professionalism, including recommendations stating that I played a key role in the ultimate success of the project.

March 2017 - Sep 2017	**Senior C++ Developer**, In Touch Games

- Worked on an Apache backend module responsible for game logic, payments and CRM.

April 2016 - February 2017	**Python Engineer**, ApplianSys

- Developed Linux based networking appliances for caching, networking and UI/UX features.
- Made heavy use of open source technologies like NGINX and Squid to achieve goals.

May 2006 - August 2012	**Various including Senior Developer & Solutions Architect**, OpenBet (formerly Orbis Technology)

- Performed various roles that involved supporting or developing large scale 300+ table database systems with over 1TB of data and releasing software to multiple on-prem application servers.

Achievements:

- At BJSS we had a project to migrate a 10m+ player online action/adventure game with a huge on-prem CI/CD system that had a large codebase that took several hours to checkout their codebase from scratch. The project was extremely technically challenging, involving hundreds of VMs, builds on Windows 10 in Azure that had several thousands of jobs, many of which took hours to complete. We had to carefully devise a system that would, upon creating a fresh VM, checkout the full codebase in a few minutes by utilising disk snapshots and doing smart attachment on VM creation with Serverless functions build in C#. We rebuilt the system successfully in Azure and additionally it went on to be used for other games.
- At BJSS we had a key project to build a data API for a new customer with a limited budget and a tight deadline of 5 weeks. This included CI/CD, deployment to a production like environment and complex requirements to supply data from tables based on config they controlled rather than code. We managed to deliver the project successfully and on time including all requirements which lead to the customer taking us on for further work and we received outstanding feedback from the customer.
- I hired and managed teams of engineers both at Bought by Many with 3 engineers and at BJSS with 13 engineers. I gained a lot of experience in managing and training people as a result. I hired several junior engineers at BJSS with a view to training them on the job, one in particular was struggling so I spent weeks teaching how to use bash/UNIX terminals properly, how to organise oneself for success and in communicating effectively with the rest of the team. The engineer went from someone who wasn't performing effectively to receiving excellent feedback at the start of their next project.
- At Kainos I worked on an important and challenging project using a continuous integration style of delivery including automated Selenium, Cucumber and Jmeter testing. Frequently we have had a problem where the system was being developed so rapidly that we had intermittently failing tests, in particular on Selenium. On at least three separate occasions we had to block development temporarily and I was able to make changes within our code and our cloud infrastructure that circumvented these immediate problems and unblocked development on the project.
- Within 6 months of starting my position at Kainos I had given 2 talks to C-level Executives within DEFRA on complex technical subjects that also strongly contributed to the confidence DEFRA had in myself, Kainos as a supplier and to our ability to deliver projects on time. These talks contributed strongly to my promotion to senior engineer at Kainos on first application.
- During the third year of my PhD my primary supervisor resigned from his position leaving me to finish the research and writeup on my own for the final 1.5 years. I worked extremely hard on gaining new results and the writeup and as a result I successfully completed a challenging and technical PhD.

Education and Qualifications:

September 2012 - January 2017	PhD Pure Mathematics University of Leeds

- I was a student researcher in mathematical analysis, in particular I have developed skills in reading and understanding research papers and developing new ideas into original research. As such I am capable of reading highly technical documents in my subsequent roles when needed such as RFCs.

September 2010 - September 2012	MSc Theoretical Physics (Distinction) King's College London
September 2001 - July 2005	MSci Theoretical Physics and Applied Mathematics (1st) University of Birmingham
September 1994 - June 2001	3 A Levels: Maths (A), Physics (A) and 10 GCSEs grades A-C Bircotes and Harworth Community School, Doncaster

Personality:

Result Driven: I enjoy getting things done and seeing the results of hard work in production.
People Focused: I enjoy mentoring and line managing employees and helping them progress with their careers, ambitions and abilities both technically and otherwise.
Hobbies: I have a passion for technology, science, music and film/TV. In my spare time I can be found playing piano/guitar/drums, hiking, socialising with friends, doing yoga and playing with my cats.