

COLIN M STRICKLAND - SOFTWARE LEAD

PROFILE

Over twenty years of experience working in software development, building and running teams, designing, implementing and maintaining software systems from single user desktop applications all the way through to massively scaled Internet services, for startups all the way through to large enterprises. Key part of the technology team for some of the UK's most visible, high-traffic web services.

I like to work in a team. I'm comfortable with a team leadership role, but have always maintained a strong component of everyday hands-on engineering. I can also fly I have extensive production experience of both sides of building and running operations and infrastructure and software development, giving me a practical foundation rooted in real experience of both designing and producing complex software, but also hosting and maintaining it at sometimes significant scale I have programmed for tiny microcomputers at a machine architecture level, "big iron" database systems, all the way up to modern cloud infrastructure using, and sometimes helping to design, today's frameworks.

SKILLS

Software and infrastructure design and implementation. Troubleshooting. UNIX, OS X. Full web stack. Cloud hosting platforms. Generalist developer/sysadmin comfortable with Go, Objective-C, Ruby, Python, Scala various lisps, C/C++, Perl and shell, classic UNIX tool-chain, JavaScript, HTTP servers and services, database service design and maintenance. Systems automation and monitoring, Internet networking. Scaling. Building, leading and managing development teams.

EXPERIENCE

CLOUD ENGINEER, PLATFORM.SH (REMOTE), (APR 2018-CURRENT)

Senior member of core engineering team of this next-generation PaaS working on all aspects of the technology stack including Linux containers, reproducible build chain, internal tools, HTTP "front edge" services; routers, authentication services and application firewalls. Service runtimes for various packaged services.

SENIOR DEVELOPER, SYNTHACE, LONDON 2017 (APR-OCT)

Working on the Antha computing platform for synthetic biology as part of the software team on this amazing Biotech startup, shaping the Antha Operating system and programming language. Go, Antha, Microservices, Robot labs.

PRINCIPAL PLATFORM ENGINEER, LOST MY NAME, LONDON 2016-2017

Most senior engineer within internal platform and services team. Mentoring and coaching, steering architecture, troubleshooting particularly critical problems. Primarily focused on building the 2D image renderer for page layouts using Scala and Go micro-services. Designed and built OpenGL software-based cloud image rendering using C++ and OpenFrameworks

HEAD OF ENGINEERING, SILICON MILKROUNDAABOUT, 2015-2016

London's favourite tech careers event and networking service. Running the engineering team, responsible for all the software, sites and services to scale up to a multi-event, multi-city, multi-continent operation. Leading, architecting, and a little bit of coding.

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TECH LEAD, MAKESHIFT STUDIOS, LONDON 2014-2015

Working with leadership team at this innovative 'startup studio'. Responsible for wrangler.io. Founded the team to convert a hack-day prototype for the app into an operational service. Primary coder, lead team, designed architecture, built and maintained infrastructure and tools, made coffee.

LEAD PLATFORM DEVELOPER, MOONFRUIT, LONDON 2013-2014

Headed team working on prototype services to reinvent the platform for this DIY site build and hosting company. Ran team, championed use of internal HTTP services, 'devops' thinking, self-sufficient polyglot teams. Line manager for several developers.

DATABASE ARCHITECT, LAST.FM, LONDON 2010-2013

Senior member of the operations team responsible for primary data services provision and performance. Lead DBA for several busy database systems. Lead incident response team to re-implement user authentication services. Specified, implemented and deployed new primary RDBMS server systems and replication architecture.

LEAD ENGINEER, LOGICAL BEE, BRISTOL 2007-2010

Founded software company building prototype desktop software for musicians. Funded with consultancy work, building, coaching and training teams and data/web systems. Long-term clients included Future Publishing, RedEye international.

SDE, AMAZON.COM, (REMOTE) 2001-2006

Working exclusively on IMDb, as a core member of the tech team building the imdb.com application platform. Responsible for the design, implementation and operational hosting of the message boards system - the most interactive component of the site, and at the time one of the busiest such systems on the English language web

PREVIOUSLY SIFT.COM, ADSW, MOUNTFIELD SOFTWARE 1994-2001

Platform developer/DBA for web startup, Lead software developer for enterprise wines-and-spirits conglomerate, contract analyst programmer for a variety of enterprise clients, including BMW/Rover, US Robotics