

JAMES PHILLIP ELLIOTT

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Profile Site



GitHub



GoHandbook



VehicleScans

Profile

A multi-disciplinary Software Engineer, with 5+ years of experience, adept in both software and hardware technologies, keen to master all aspects of the modern ecosystem. Comfortable with both greenfield and legacy systems, I offer a well-rounded skillset of software and IT knowledge. Backed up by a First Class Hons BSc Computer Science degree and extensive CI/CD experience in agile environments, I can provide total solutions from robust, scalable code to cloud infrastructure. Well versed in both Windows and Linux, I aim to increase automation, produce high quality code and remain on the forefront of technology.

Technical Skills

Languages:

GoLang, JavaScript, React, Python, JSON, HTML, CSS (Bootstrap, Tailwind), PostgreSQL, MySQL, MongoDB

Technologies:

AWS (EC2, EKS, Lambda, S3, CodePipeline, AMIs, ECR etc), Azure, Git, Docker, Kubernetes, pods, daemon sets, Kafka (kafka connect), Grafana, Kibana, Jenkins, Crontab, SSH, Postman, VS Code, Jira, Confluence

Experience

Proof of Concept Engineer, Nationwide

(June 2021 - Current)

Due to the nature of this role, tasks varied massively in turn building a wide skillset. With researching, prototyping and writing attention to detail project reports at its core, my role involved:

- Managing AWS cloud infrastructure including EKS, CI/CD pipelines and serverless Python Lambdas
- Developing MongoDB (NoSQL), Kafka and scalable Go (Golang) microservices APIs
- Undertaking spikes, cost analysis, impact analysis, performance testing and optimising systems
- Defining team standards, writing technical documentation on Confluence and knowledge sharing
- Teamwork through pair programming, design collaboration and code reviews
- Prototyping and investigating technologies such as Azure, GraphQL and blockchain
- Leading sprint planning ceremonies, adhering to agile Scrum principles and managing a Jira backlog
- Driving cooperation with external companies and stakeholders
- Implementing Kubernetes clusters with FluentD logging daemon sets feeding a Grafana dashboard
- Studying for AWS cloud practitioner and developer certifications
- Planning innovative software architecture and adapting in line with analytical results
- Participating in developer discussions around encryption, prioritising and software architecture
- Problem solving, strategic planning and in-depth testing of all software development aspects
- Leading a PoC on container image signing, documenting and presenting results to stakeholders

Software Engineer, Nationwide

(Sept 2020 – June 2021)

This role involved developing RESTful .NET microservices for the mortgages sector. Collaborating with frontend engineers in an agile scrum environment, I produced complex cloud APIs supported by Jira, Docker, Kubernetes, Git, Kibana and continuous integration CI/CD tools such as Jenkins. Through pair programming, refactoring and code reviews we ensured our code was efficient and well tested. I also produced technical presentations, provided progress updates and addressed stakeholder questions.

Technical Lead, CCNL Group (VIN CHIP, CRiS, NCC Events)

(July 2019 – Sept 2020)

Promoted into the CCNL group, I undertook additional leadership responsibilities, for example:

- Analysing existing systems and investigating new technologies such as Node.js Express with React
- Designing and observing innovative RFID systems backed by RESTful APIs
- Producing technical presentations and consulting directly for directors and external stakeholders
- Conducting client site visits, communicating ideas and building business relationships
- Planning permanent staff and contractor workflow to meet schedules
- Mentoring, knowledge sharing and pair programming
- Training, producing documentation and ensuring compliance for ISO accreditations

Full-Stack Developer, VIN CHIP

(Jan 2018 – July 2019)

As the sole developer, I covered multiple disciplines whilst working directly with the Managing Director. Focused on both greenfield and legacy JavaScript / PHP systems, I was tasked with the following:

- Developing mission critical JavaScript and PHP systems (Inc. HTML, CSS, Bootstrap)
- Collaborating with external bodies to produce RESTful APIs and incorporating external APIs
- Increasing automation (CI/CD) through Crontab and GitHub version control
- Researching, designing and leading the technical development for new markets (E.g. RFID)
- Analysing market trends, competitor systems and large data sets
- Collecting user feedback, reporting findings and advising on next actions
- Building, maintaining and administrating PostgreSQL databases
- Designing responsive UIs for a host of industries
- Windows and Ubuntu server management including domains, SSL, FTP etc
- Conducting diagnostics, reporting and bug fixing in high pressure situations
- Architecting essential systems and providing IT support for annual events with 100k visitors

Graduate Software Engineer, Renishaw

(June 2017 – Jan 2018)

My duties involved developing and maintaining C# systems for high precision test rigs under the Scrum agile methodology. Through client meetings, I created scope documents that went on to improve functionality and develop new diagnostic software. Further duties involved reporting operator feedback, observing, teaching new machine operators and conducting diagnostics on a range of operating systems.

Intern Web Developer, IBM

(July 2015 – Aug 2016)

During this placement, I produced and maintained systems for the performance team. As a side project with IBMs Emerging Technologies, we collaborated to enhance a Python project which triangulated sound. I also joined a team to teach a local reception class the concept of programming. My role entailed:

- Extensive JavaScript, PHP, MySQL, jQuery, JSON, AJAX, CSS and HTML
- Adopting and practising the Scrum agile methodology
- Fault identifying, bug fixing and optimising SQL queries
- Utilising version control with Git and implementing automation with Crontab
- Analysing and reporting performance test results

Education

Aberystwyth University, First Class Hons BSc Computer Science (Evan Morgan Scholarship)

(2012 – 2017)

My dissertation simulated control and automation systems of Martian rovers using the Unity engine. With A* algorithm pathing, a real-time GUI and accurate 3D models it earned a 2017 departmental award. Modules studied included Agile Methodologies, Linux Tools and The Software Development Life Cycle.