THEO **GREGORY**

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EDUCATION

UNIVERSITY OF BIRMINGHAM

MSci Computer Science | First Class Honours, 78% overall
Final year modules: Neural Computation, Machine Learning, Cryptography, Secure Programming, Teaching

TONBRIDGE GRAMMAR SCHOOL

International Baccalaureate | 40/45
HL: Computer Science 7, Economics 6, Mathematics 5 SL: Spanish 7, English Literature 7, Film 7

OPEN-SOURCE PROJECTS

POTLY | NextJS, TypeScript, Planetscale, Vercel

Site with TrueLayer integration to enable easy sharing of credit card usage with a partner and keep atop of bills. Used as an opportunity to hasten frontend development growth.

ESC-POS BUFFER | TypeScript, WebUSB

Contributor to a thermal printing connection library.

SERVERLESS GO TEMPLATE | AWS, Go, Serverless

A template repository for a monorepo that deploys AWS Lambdas written in Go via Serverless.

ASSERTS | TypeScript

Comprehensive collection of type assertions for TypeScript. Forked from @sniptt/guards.

GENERATOR-JESTR | TypeScript

Yeoman template for Jest boilerplate.

COURSES

52% through Josh Comeau's CSS for JS

ACCREDITATIONS

UNDERGRADUATE OF THE YEAR 2017

Finalist for the Computer Science, IT and Physics Award in the TARGETjobs Undergraduate of the Year Awards 2017

ALEXA STUDENT DEVELOPER DIPLOMA

Awarded for completing the 2017 Alexa Student Summer Promotion

INTERESTS

Keen back-country skiier with and nerd of all things film and theatre. Passionate cook and infrequent boulderer.

EXPERIENCE

ELEPHANT | Senior Software Engineer   Jul '21 - Present

Apollo GraphQL, React, TypeScript, Circle, Docker

- Formalised our microfrontend architecture and built the deployment pipelines, bringing time-to-release from 42 minutes to 7.
- Owned discovery and vendor analysis of upcoming payments epic
- Was strategically rotated to up-skill other teams with our standards
- Active participant in product and company strategy
- Owned authenticated Quicksight embedding.
- Owned thermal printing of prescription instructions over WebUSB.
- Ran monthly Let's Learn X sessions
- Formalised eng-wide standards via RFCS and ADRs on both GraphQL and backend testing approaches.
- Architected and delivered PoC on inventory management system, bringing Postgres to our stack. Part of subsequent auditing, requests and movement features.
- Started and independently ran monthly socials.
- Promotion from SE to SSE.

FREETRADE | Software Engineer   Jul '19 - Aug '21

TypeScript, GCP, ES, Firebase, Python, PostgreSQL, Circle

- Owned mission-critical order update streaming from a trading partner using SQS within GCP.
- Owned the design and platform-side development of our Terms & Conditions user agreements.
- Added limit orders to Invest, our internal trading platform.
- Owned the migration of Invest from Firebase to GCP using Terraform, Rollup and Lerna.
- Improved our CI/CD pipelines to meet the demands of a growing team on a serverless platform.
- Weekly on-call rotation, routinely debugging unseen areas of the codebase, maintaining open communication with other departments during outages, and crafting SQL queries to fulfil requests.
- Two promotions from graduate to SE2.

NEWVOICEMEDIA | DevOps Engineer   Jun '17 - Sep '17

Python, AWS

- Wrote monitoring micro-services for their call centre solution.
- Oversaw the deployment of Exceptionless, an exception aggregator, into production.
- Ran a one-day workshop on working with AWS.

HUSH | Dissertation | Kotlin, Python, AWS

Android app modelled a user's interactional patterns with their notifications to dynamically adjust the modality of interruption for new notifications. Received 80% overall.

GADGET SHOW | Project Leader | Java   Jul '16 - Sep '16

Led a team of 25 students in the development of a speed dating chat-bot in Java 8, broadcast on Channel 5. The work was achieved remotely with team members located around the globe.

P.R.I.Y.A. | 3rd Year Robotics | Python, AWS, Java

In a team of 6, designed and developed a robotic guide dog, commandable through Amazon Alexa, owning all AWS functionality.

PHASESHIFT | 2nd Year Team Project | Java

In a team of 5, developed a top-down, online, multiplayer shoot 'em up game. Contributed to all areas of the project, with ownership of the networking.

AMAZON WAREHOUSE | 1st Year Robotics | Java

In a team of 7, developed a centralised system to navigate robots in fake warehouse, in a profit-maximising manner. Received 100% overall for the module.