Connor **Beardsmore**

SENIOR SOFTWARE ENGINEER · COMPUTER SCIENCE MAJOR · CURTIN UNIVERSITY

206-258-9943 | connor.beardsmore@gmail.com | cbeardsmore.github.io | cbeardsmore

Education

Curtin University   *Perth, Australia*
BSc in Computer Science, 90% CWA   *2015 – 2018*

Skills

Languages	Java, Kotlin, Python, Javascript, Typescript, SQL, C++, HTML, CSS
Frameworks/Architecture	CQRS, DDD, Event Sourcing, Microservices, REST APIs, React, Vue, OpenTelemetry, GraphQL
Cloud/Infrastructure	SRE, AWS, Docker, Kubernetes, Terraform, Serverless, CI/CD, Kafka, Observability, Postgres, Redis

Experience

ARB Interactive   *Boulder, Colorado*
Senior Software Engineer   *October 2023 - Current*

Virtual Gaming Worlds   *Boulder, Colorado*
Staff Software Engineer, Engineering Manager, Senior Software Engineer   *Mar 2021 - September 2023*
- Full stack development on the Luckyland Slots team, delivering web and mobile based slots to the US social gaming market.
- Engineering Manager for a group of 5 engineers based in Romania, overseeing their performance, growth and development.
- Re-architecture of error-prone Microservices to remove distributed transactions through an event-driven architecture.
- Consolidation of 2 Wallet systems into a single system handling 50 million daily transactions, via the Stangler pattern.
- Ownership over the Backend Teams approach to SRE, Infrastructure, monitoring and observability patterns.

Amazon   *Seattle, Washington*
Software Development Engineer   *Mar 2020 - February 2021*
- Homepage Platform team, owner of rendering all Amazon Homepage endpoints worldwide.
- Back-end development on a high-concurrency Java Spring application, serving hundreds of millions of requests a month.
- Specific focus areas in technical readiness, resilience and service readiness for Primeday and other high-velocity events.
- Developed Mobile Hero video card with 110 million impressions in initial test and 15% increase to Prime Video minutes streamed.

Virtual Gaming Worlds   *Perth, Australia*
Software Developer, Graduate Software Developer   *Mar 2018 - Mar 2020*
- Full stack development on a networked gaming system of up to 5000 concurrent users running on AWS ECS and RDS.
- Developed a greenfield Java API and Postgres database for Slot games, reaching 940,000 spins in its launch week.
- Implemented authentication via Auth0 JWTs with a domain-driven and event-sourced Java REST API as a backend.
- Rebuilt AWS cloud infrastructure via CloudFormation and Sceptre, enabling new environments to be provisioned within 30 minutes.

Optiver Asia Pacific   *Sydney, Australia*
Software Developer Intern   *Nov. 2017 – Feb 2018*
- Developed the port of a C++ server and associated client library, and implemented the library into 2 Auto-trader systems.
- Performed data analysis using Python Pandas within an ETL framework with a PostgreSQL database.
- Developed an analytics dashboard with a Javascript front-end working closely with the HKD1 trading team.

Projects

fined - SlackBot for managing Team Fines   *Python, AWS, Serverless Framework*
- SlackBot utilizing the serverless framework, deployed to AWS and backed by DynamoDB.
- Performed TDD via PyTest and deployed via Github Actions to the Slack App directory

SnapBounty - Android/iOS Photography App   *Dart, Flutter, Firebase*
- Android/iOS app developed in Flutter, published on the Google Play store.
- Utilizing Cloud Firestore as a NoSQL database, Cloud functions, and Google ML kit for image label detection.

Awards & Certifications

2023	Hashicorp Certified - Terraform Associated		2018	Japanese Language Proficiency Test N5
2022	AWS Certified Solutions Architect - Professional		2017	Curtin Vice Chancellors Honour Roll x 4
2019	AWS Certified Developer - Associate			