Thomas Redstone

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Personal Statement

An adept software engineer with a keen focus on TypeScript, Serverless, React, and Test-Driven Development (TDD), skilled in leveraging these technologies to build robust and scalable web applications. This professional excels in using agile methodologies to lead teams towards efficient and high-quality software development, ensuring that projects like BargainTime.co and BurglarySupport.com not only meet but exceed expectations. Beyond technical prowess, they are deeply involved in the tech community, sharing knowledge and fostering growth at various events. Their commitment extends beyond the professional realm, with personal interests in running and sailing, showcasing a well-rounded dedication to both their craft and personal growth.

Testimonials

John O' Rourke - November 2023

I worked with Tom occasionally for nearly ten years before we finally got a chance to bring him into the GetJohn team. He' s likeable and approachable, and knows a lot about how good software should work - keeping it simple and well structured.

Working with Tom taught me a lot about unit testing, serverless deployment, and other modern techniques. He helped us make some really good technology choices which proved to make us more efficient and capable.

Damilola Romniyi - February 2020

I've worked with Tom on 2 separate occasions. First during my contract at One Iota and second more closely during my time with DataMatters.

I've found him to be a very knowledgeable dev with a clear passion for technology. He's committed to the process of continual learning and can pick up new ideas and concepts with ease.

Additionally, He is very personable and has no issue working closely with others as part of a team or providing support when needed.

I would certainly recommend Tom and think he would make a great addition to any team.

Skills

Frontend JavaScript/TypeScript

Experienced with JavaScript & TypeScript, having built a wide range of frontend and backend applications, making use of many libraries & frameworks but focused on React + Redux & Next.js, also Vue, React Native & Electron for frontend projects. Build tools I' ve made use of have included Vite, Webpack, Grunt, Gulp & Parcel.

Node.js

Developed Node.js projects in TypeScript, including two distinct e-commerce platforms—one integrating legacy systems with modern interfaces & another minimalist platform for product launches, capable of managing high traffic. Also created Electron desktop software for printing kiosks & AWS Lambda functions for Photoshop file conversion.

HTML & CSS

I have many years experience with frontend technologies, which have included 'vanilla' HTML & CSS, as well as using frameworks such as Bootstrap, or processing & build tools like Grunt, Gulp, Parcel, SCSS, Less, & a range of template languages, such as Blade, Twig, Plates, H2O & Razor.

Positions:

Head of Cloud Development Texecom Ltd.: April 2024-Present

Lead a multi-squad team, modernising Texecom's infrastructure, focusing on cloud-native solutions, automated deployments, enhancing system reliability and Infrastructure as Code.

I started with a small team of 3 developers, with a significant dependency on external contractors and agencies working largely independently, which often lead to new projects that overran and had poor handover to the team, leading to gaps in knowledge, to a team of 8 engineers, supplemented by contractors at times, but with a focus on working either directly within the team, or working on much smaller, focused projects that the team are able to take ownership of before launch, and ensure knowledge gaps are minimised.

Driving forward application development, resolving long overdue, deeply ingrained technical debt, and instigating a drive to unit tests for all new or modified code, and to refactor existing code to improve maintainability, reliability and performance.

Establishing and leading the squad to bring development to bring the development of the Texecom Connect React Native mobile app in-house, and complete a major rewrite of the application, paying off long overdue technical debt and positioning the team to deliver the features the product team had long been waiting for.

Moving from a clickops model, towards full infrastructure automation, and beginning to be able to adopt Platform Engineering principles, both through hands on contribution, and by building the Platform Squad, which has come a long way, delivering repeatable environments, automated pipelines for; database migrations, legacy code deployments, base image and golden image builds, and applying Terraform changes.

Architected and built an event-driven service using API Gateway, EventBridge, Lambda, and DynamoDB, deliberately avoiding queues on the happy path to prevent unnecessary bottlenecks (with DLQs for failure handling). This POC guided the team's production build and forms part of a Strangler Fig migration strategy to incrementally replace the legacy monolith with microservices.

Contract Software Engineer, GetJohn: October 2022-November 2023

Built a cXML PunchOut integration handling millions in annual uniform orders, converting cXML to EDI XML & using SFTP. Involved stringent validation & unit testing.

Specified a TypeScript replacement for a dated PHP ordering portal, choosing tech based on skills & customer value.

Created a Docker build for GetJohn's "Punchout Hub", an API integration platform, improving modularity & efficiency.

Key in building "Punchout Hub v2" using Laravel & LiveWire and adding OpenAPI descriptions of the services. Preserved old code & improved system modularity. Designed a role-based client dashboard & handled hundreds of daily logins.

Promoted better unit-testing practices & streamlined dev environments.

Automated server monitoring & backup setup using Bash scripts.

Lead Software Engineer JD Sports: April 2020-November 2022

Headed a team of developers crafting a platform for mobile apps, web interfaces, & kiosks. Also developed the back office React based interface. Applied agile & TDD for rapid, quality deliveries. The platform, featuring RESTful services with TypeScript & Go on AWS, leverages CI/CD, automated testing, & infrastructure as code using Terraform for reliable, fast feature rollouts.

Developed a TDD-based microservice to create unique identifiers within ranges & act as a single source of truth for key order data, resolving legacy system bottlenecks & speeding up order processing to meet a 70 writes/second SLA. The service enhanced reporting, extended the legacy system's lifespan, & maintained throughput during peak times.

Engineered a microservice generating barcodes based on data pulled from a range of sources, reducing order-related printing & simplifying returns, saving over £100,000 annually. This service interacted with a range of systems to retrieve & verify key details to make onboarding of consumers of this service simple.

Contract TypeScript Developer, Data Matters: October 2019-February 2020

Part of an Agile/Scrum team, developed a new React front end & serverless backend to replace the old system. Implemented testing practices with Jest, Enzyme, React Hooks, Redux, TypeScript, & AWS SNS, DynamoDB, Lambda.

Contract Perl Developer, SABS Travel Technology: March-September 2019

Maintaining a battle tested Perl backend system, which facilitates all aspects of corporate travel, from the searching, comparison & bookings themselves, to travel polices & approvals.

Software Developer One iota: November 2017-March 2019

Led web & AWS projects for a FTSE 250 retailer, coordinating with offshore teams on tasks & technical reviews. Migrated from legacy infrastructure to Kubernetes & Docker, optimized PHP versions, & transitioned to DynamoDB & Nginx, enhancing cost-efficiency & scalability. Upgraded a Node.js based Lambda-backed mobile app with React+Redux to manage traffic spikes & deter bots.

Software Developer Triangle Software: March-November 2017

Software Engineer Custom Gateway: March-December 2016

Web Developer Fifteen Digital Ltd: March 2015-March 2016

Technical Co-founder BayCrazy Ltd: April 2012-March 2015

Red Eye International: June 2009-April 2012

Education

BSc (Honours) Lower Second Class Computing & IT Practice - The Open University

Foundation Degree in Enterprise Computing - South Cheshire College

BTEC National Diploma in Business - South Cheshire College

Interests

As a passionate advocate for community engagement in technology, I not only organize the Manchester Web Meetup but I've also contributed as a speaker there and at Chester Devs. These roles allow me to share insights, foster learning, and stay connected with the latest in web development.

Aside from these community activities, I develop web apps like BargainTime.co and BurglarySupport.com. These side projects demonstrate my dedication to continuous learning and practical application of my knowledge.

Running plays a significant part in my life, too. I'm a member of a local running club and participate in events such as Tough Mudders, half marathons and ParkRun most Saturdays, demonstrating my commitment to endurance and personal growth.

Dinghy sailing is another pursuit I enjoy, not only competing in club races but also supporting my daughter's participation in junior races nationwide. This hobby sharpens my strategic thinking and adaptability, skills that are invaluable in both my personal and professional spheres.