

Emily Shepherd

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Hi, I'm Emily. I am an experienced Software and DevOps Lead with experience working within multi-developer teams. I am an effective communicator to both technical and non-technical audiences and comfortable working to tight deadlines.

Unit Testing · Technical Architecture · Project Sizing
Redis · Docker · Apache · Node.js · Nginx · AWS · Linode · *nix · Git
Symfony · Doctrine · Laravel · AngularJS · Vue.js · ReactJS
Jenkins · GitHub · GitLab (+ GitLab CI)

Employment History

Hugg Ltd, Senior Software Developer (API and DevOps Lead), September 2018 – Present

Hugg is an app-based messaging & gifting service. My role covers technical planning and hands on development of the central Laravel API, which is being transitioned to Node.js microservices. We have several disparate systems consuming the API (including internally developed apps and web apps, as well as third party integrations), so when designing and adding new functionality to existing endpoints, or creating new workflows, part of my technical planning has to take into account the need to ensure forwards and backwards compatibility.

I am also responsible for managing our infrastructure, which sits across several AWS services and a containerised swarm, and our automated payment and invoicing systems, including Stripe for end user payments and some merchant payouts, and direct integrations with vendor tills and ePOS platforms.

On the frontend, I maintain and add to our internal AngularJS Admin System, and build standalone React web apps for some of our product offerings.

Unrival Ltd, Lead Software Engineer, July 2018 – September 2018

I came onboard with Unrival at the infancy of their digital product offering: a suite of SaaS tools for Account Based Marketing. I was responsible for setting up their development team and processes, and designing their system from the ground up. This included setting up databases, servers and CI/CD pipelines (using GitLab CI), helping to decide the business requirements of the tool, and architecting and building the platform's core code base, using FastRoute + Doctrine running in a Docker swarm on the backend, and Vue.js served from an S3 bucket behind AWS CloudFront. I then transitioned into advising the Product Manager on running an agile process, and hiring and overseeing the rest of the development team take over day to day operations.

Partnermarketing.com (Twogether Creative Ltd), Developer (Lead), January 2017 – July 2018

I joined as a Junior Developer for their flagship product family: partnermarketing.com. The platform's backend is predominantly PHP, using Symfony 2, and the frontend is predominantly AngularJS.

After three months, I became the most senior member of team and in March I won "Hero of the Month", selected by entire company vote. When I joined, the team was at the end of a six month project to refactor the entire code base, and in April I single handedly planned, managed, and oversaw the go live date – migrating the entire database from MongoDB to MySQL and ensuring none of the data in our thousands of records were corrupted.

Since then, my role grew to include: planning technical tickets with the Product Owner, managing the rest of the developers and overseeing their progress, architecting the platform as a whole, doing DevOps for the team, and training and mentoring new starters.

I regularly went on client calls, liaising with technical and management teams within some of Twogether's big clients, such as Lenovo, Zebra, and Nokia, to discuss and debug Single Sign On matters, and new client requirements. I have also provided clients access to testing systems for User Acceptance Testing, and interpreted their feedback, translating this into tickets for the team to action, and written statements and responses to client queries during the proposal phase.

My next project was to split up the monolith codebase into smaller micro services, and migrate the platform away from its traditional server stack, to a containerised solution, run on Docker Swarm. I was solely responsible for the planning and implementation of this, and I deployed it at the start of 2018 with no downtime. This has halved our running costs, over doubled the capacity, and made it much easier to deploy / test code changes.

My role also covered the DevOps side of the infrastructure used by the agency side of the business, and in April 2018, I performed an audit of all systems including: every instance, volume, security group, RDS instance, and DNS record. This resulted in an immediate saving of around \$1500 per month, and I gave recommendations for longer term solutions for further cost savings.

Spa Staff.com, Web Developer and Mistress, 2011 – 2015 (Contract)

Spa Staff is a spa recruitment service, with over 22,000 candidates uploading CVs to the site, and over 3,000 employers searching these and posting job advertisements. I was solely responsible for the management of the site and all feature development.

In 2014, Spa Staff contracted a second freelance developer for minor bug fixes and improvements while I worked on a major site redesign, implementing a responsive design to better tailor the site for tablets and phones. I was responsible for training this developer in the technologies the site uses and assigning / overseeing jobs.

Music Jobs, Web Developer, August 2010, July 2011 (Summers)

In the summer of 2010, I joined their London office, charged to reskin their web site to give a better experience when viewed on a mobile device.

In 2011, I was invited to their LA office; I refactored their procedural payment systems into an MVC architecture and integrated them with multiple payment systems, including SagePay, Braspag and PayPal.

Projects

Open Source Work

As part of my work at Partnermarketing.com, I contributed to a number of open source projects, such as lightSAML, a library for handling SAML Single Sign On, and KeenIO, a library for pulling statistics out of KeenIO. I also created and worked on entirely new open source projects such as an SDK for shortening URLs via Rebrandly's service, and a queuing library for message passing between micro services using Redis.

Education

University of Southampton, 2011 – 2016

I graduated with a first, on an integrated Masters of Engineering, reading Computer Science. I earned two scholarships for being within the top 10% in my first and second years, as well as the Netcraft Prize, for being within the top 10 of my cohort in third year.