

*Software Engineer with a track record of owning and shipping complex projects from 0 to 1, across startups and larger product-driven companies. Comfortable across the stack, with a bias for impact over process. Open-source contributor and enthusiastic user of AI tools to ship faster.*

## Work Experience

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<b>Senior Software Engineer</b> Risk Engineering team	<b>Square (Block)</b> London, United Kingdom	<b>May 2023–Present</b>
<ul style="list-style-type: none"><li>Designed and built the Risk Controls platform from scratch, which became the golden path for freezing and unfreezing seller funds across Square; closed critical regulatory gaps while reducing churn by improving seller and agent experience; migrated &gt;100 codepaths to the platform using Claude Code, cutting months from pre-AI estimates</li><li>Drove platform reliability and performance: reduced main service p99 latency from 500ms to 10ms, and halved infra costs from \$12k to \$6k/year via single-region migration</li><li>Became domain expert across Risk Controls, Square Card fraud evaluations (3DS and authorisations), and more; ramped up multiple team members through knowledge bases, runbooks, and regular knowledge-share sessions</li></ul>		
<b>Software Engineer</b> Global Expansion team	<b>Stripe</b> London, United Kingdom	<b>Jul 2021–Dec 2022</b>
<ul style="list-style-type: none"><li>Delivered plan for launching Stripe into a new market (identified market requirements, mapped to solutions, split into projects, created timelines &amp; execution plan, onboarded other engineers, derisked and led initial execution)</li><li>Was the first engineer of novel team targeting self-serve UX in specific markets: identified issues in onboarding process, designed solutions and executed, leading to 80% drop in user confusion (selecting "Not sure" in UI)</li><li>Company building: mentor of 2 teammates, during 1 quarter I held more interviews than 97% of engineers at Stripe</li></ul>		
<b>Senior Software Engineer</b>	<b>Mimica Automation</b> London, United Kingdom	<b>Sep 2019–Apr 2021</b>
<ul style="list-style-type: none"><li>Led projects involving multiple engineers, notably a complete restructuring of the UI/UX for the main process visualisation tool, which led to the company's first successful client engagements</li><li>Helped scale web application to handle very large amounts of data (e.g by segmenting payloads of HTTP requests, leveraging browser cache etc.)</li><li>Mentored multiple colleagues to the extent that the team working on the web application grew from 2 to 8 people</li></ul>		
<b>Software Engineer</b>	<b>AmberBox</b> London, United Kingdom	<b>Oct 2018–Aug 2019</b>
<ul style="list-style-type: none"><li>Created a user authentication and authorisation platform used by 3 different web applications</li><li>Made open-source contributions to Californium (IoT networking library) and CodeceptJS (automated testing library)</li></ul>		
<b>Junior Software Engineer</b>	<b>Click Travel (Perk)</b> London, United Kingdom	<b>Aug 2016–Sep 2018</b>
<ul style="list-style-type: none"><li>Devised an algorithm that masks card details from logs, which helped platform achieve PCI compliance</li><li>Was kept on as Junior Engineer after 1.5 months as an intern (worked during university)</li></ul>		

## Education

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- BSc (Hons) in Computer Science**, University of Birmingham, United Kingdom. **2015–2018**

## Technologies and Languages

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- Programming: Java, Typescript, Javascript, Kotlin, Python
- Backend: Temporal, NodeJS, Spring
- Databases: MySQL, MongoDB, PostgreSQL, AWS DynamoDB
- Frontend: React
- DevOps: Docker, Terraform, AWS stack (e.g SQS, Step Functions, Lambda)
- AI tools: Claude Code

## Personal Projects

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- **React Painter** - Open-source React library that enables drawing on an HTML5 canvas, then saving the resulting canvas as a blob. Library has 0 dependencies and has 300-500 weekly downloads. See the source on [Github](#).