Joshua Barnett

🇬🇧British citizen
🇨🇦Canadian work permit (IEC)
10+ years of professional experience
Native English speaker

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Skills

Languages	Automation	Observability	Infrastructure
■ JavaScript	■ GitHub Actions	■ Grafana	■ Docker
■ TypeScript	■ GitLab CI/CD	■ Prometheus	■ Kubernetes
■ C++	■ Terraform	■ DataDog	■ Helm
■ Rust	■ Pulumi	■ InfluxDB	■ MongoDB
■ Python	■ Ansible	■ PagerDuty	■ Redis
■ Bash	■ GitOps	■ OpenTracing	■ SQL Databases

Work Experience

Senior Site Reliability Engineer / People Can Fly
Full-time / Jan 2022 - Present

Automated game server deployments to Pragma Platform, and managed internal services and infrastructure deployed on Hyper-V clusters.

Principal Software Engineering Consultant / Strike
Contract Full-time / Jun 2022 - Jul 2022

Responsible for aiding the migration of business systems to an event-driven architecture, with the long term goal of them becoming a more data-driven enterprise.

Lead Site Reliability Engineer / Kodify Media Group
Contract Full-time / Aug 2020 - Mar 2022

Oversaw the start of the SRE team. Hired, and inducted new team members. Trained the engineering team with regard to debugging services through observability tooling, operating development environments and building CI/CD pipelines.

Senior Full Stack Developer / Kodify Media Group
Contract Full-time / Jun 2018 - Jul 2020

Worked on many varied projects as part of the remote engineering team. Focused on improving and optimizing the user experience.

Full Stack Developer / Speechmatics
Permanent Full-time / Aug 2016 - Jun 2018

Joined this start-up as the sole dedicated web developer. Worked primarily on their cloud platform. Packaged and automated the installation of their speech recognition tech for on-premise deployment.

Frontend Developer / UserZoom
Permanent Full-time / Jun 2015 - Jul 2016

Worked primarily on improving their user portal for on-demand UX testing. This portal was responsible for supporting a myriad of user types (testers, taggers, UX researchers, and clients).

Digital Interaction & E-Learning Developer / Media Zoo
Permanent Full-time / Jan 2015 - Jun 2015

Developed interactive training tools for large clients such as Tesco and M&S. The tools used video content depicting training scenarios bookended with interactive quizzes.

Game Developer / King
Internship / Aug 2014 - Dec 2014

Worked in a team to deliver new content in two week sprints for Pepper Panic Saga a grid based puzzle game.

Education

Bachelor of Science (BSc) / University of East Anglia
First Class Honours degree in Computer Science / Sep 2010 - Jun 2014