

Will Clarke

Software Engineer

Dorset, UK

✉ wmmclarke@gmail.com

🌐 [will-clarke](https://will-clarke.git.sr.ht/~will-clarke) git.sr.ht/~will-clarke [in wmmclarke](https://www.linkedin.com/in/wmmclarke)

I'm an experienced software engineer looking for remote Golang contracting work.
I enjoy working with dynamic teams and finding good tradeoffs for software, teams and projects.

SKILLS

Golang

Master



static typing simplicity

Soft/Core Skills

Master



Communication Teamwork

Web Development

Advanced



APIs REST HTTP

Ruby

Advanced



Rails Scripting

Architecture

Advanced



Microservices Events

Linux

Advanced



Docker Bash Automation

Databases

Intermediate



SQL Postgres NoSQL

AWS

Intermediate



Terraform Serverless

Monitoring

intermediate



Grafana Kibana

Kubernetes

beginner



Haskell

beginner



Rust

beginner



WORK EXPERIENCE (8)

Backend Contractor - Golang at Infosum

Apr 2022 - Oct 2022

Created and maintained critical user-facing HTTP/gRPC APIs

- Instigated the development of explicit system-wide API 'levels' (public, bounded context, internal)
- Pushed to increase the adoption of event-driven architecture
- Crafted software with particular emphasis on security, privacy, reliability and throughput
- Helped to define business domains and entities
- Collaborated with front-end and other back-end teams to ensure a cohesive user experience

Tech Lead at River Island

Sep 2021 - Apr 2022

I worked closely with technical architects, software engineers and business stakeholders to integrate a new warehouse provider into existing infrastructure

- Keystone project to improve logistical efficiency and growth potential
- Management role to align the team's technical direction with business objectives

Software Engineer - Golang at River Island

Aug 2020 - Sep 2021

Transformed and exported key data streams to new wholesale partners, expanding an important part of the business

- Used simple serverless architecture (AWS Lambdas and SQS with Golang) to reduce our devops burden

Software Engineer - Golang at SMC

Apr 2020 - Jul 2020

Hacked on a raw hardware device and added commercial features

- Enabled third-party developers to interface directly with our main application (using standard I/O)

Software Engineer - Golang, Node, PHP at Ratio

Jun 2019 - Mar 2020

Led several projects end-to-end; added features and reduced maintenance burden

- Automated complex reporting processes, saving 2 engineer-hours/day
- Centralised reusable domain models, simplifying development workflow

Software Engineer - Golang, Ruby at Deliveroo

Nov 2016 - May 2019

Routinely led features end-to-end: definition, development and release

- Part of the Customer Experience team: total focus on the customer
- Launched several successful products: Order Tracker (customers can view order progress) and Self-help flow (customers can claim compensation and find help)
- Led the company-wide movement to start deprecating old apps, reducing our maintenance burden and improving the order rate
- Collaborated with other teams to improve our data pipeline

Software Engineer - Ruby at Snaptrip

Oct 2014 - Nov 2016

We were a scrappy startup and I got stuck in everywhere

Data Analyst - Ruby at Forward3D

Jan 2012 - Sep 2014

I was initially an analyst but taught myself to code. I genuinely automated most of my job with hacky scripts

PROJECTS (6)**GopherCon 2019 Talk**<https://www.youtube.com/watch?v=OFM4G0wr8bc>**URL-Shortener written in Golang**<https://git.sr.ht/~will-clarke/url-shortner-golang>**Snake written in Haskell (I gave a talk about this at Deliveroo)**<https://git.sr.ht/~will-clarke/snake-hs>**Pong written in Rust**<https://git.sr.ht/~will-clarke/pong-rs>**Chip-8 Emulator written in C**<https://git.sr.ht/~will-clarke/chip8>**I wrote my website in a 140 line shell script**<https://git.sr.ht/~will-clarke/super-simple-static-site-generator>**EDUCATION (1)****Masters Anthropology and Archaeology** at Durham University

2011 - 2013