
PAUL ROBINSON

PROFILE

As an experienced CTO, former Principal Engineer and Tech Lead, I have an excellent understanding of developing modern software technology, and enjoy a creative and entrepreneurial outlook.

I have strong communication skills through teaching and consultant roles. I enjoy engaging with stakeholders from a broad range of backgrounds and am widely considered a capable and enthusiastic mentor to less experienced team members.

I thrive in environments where I am given the autonomy to solve hard problems through applying high-quality engineering solutions.

EXPERIENCE

CTO; MALINKO; UK – 2019 - PRESENT

Malinko is an innovative software business specialising in resource scheduling software, particularly in the healthcare sector. It provides remote workforce schedule solutions to NHS clients, domiciliary care providers and other commercial providers.

PRINCIPAL ENGINEER, CIRCLECI; REMOTE – 2018 - 2019

CircleCI is the World's leading provider of Continuous Integration and Delivery. I spent 6 months working with senior management, engineers and others to improve technical architecture, internal best practice and aligning technical delivery with product priorities and security and operational requirements.

TECH LEAD & SENIOR SOFTWARE ENGINEER; NOTONTHEHIGHSTREET.COM;
LONDON – 2015 - 2018

An established e-commerce marketplace, notonthehighstreet.com has been evolving a legacy monolithic Ruby on Rails application into a micro-service architecture.

- Technologies used included Ruby, Go, AWS (primarily Kinesis, SNS, SQS)
- Worked in a technical team to extend, rationalise and refactor a substantial legacy code base responsible for 9-figure revenues supporting a 7-figure customer base.
- Technology Lead responsible for identifying and implementing appropriate applications of DDD, event sourcing & unified log model
- Enhanced CI/CD build pipelines and created tools for developers to understand operational resources (Mesos, Marathon, Chronos, Consul, etc.)
- Worked to help improve best practice in relation to security, maintainability and process.

CTO, LIVESTATION; LONDON – 2013-2015

From late 2013 the company focused on a pivot into user-generated content culminating in a product launch in January 2014. Highlights include:

- Rationalising the satellite ingest, encoding and play-out infrastructure.

- Lead development over 15 months of a revolutionary P2P live video product
- Integration with a large number of technology providers including CDNs, cloud compute platforms, metric and data processing services.

CTO, STRATAJET; MANCHESTER & LONDON – 2011-2012

As “employee number 1”, I helped take the founder’s vision to revolutionise the private aviation industry and developed it into a functional working prototype.

This role required me to quickly acquire a large body of complex domain knowledge relating to aircraft, flight planning & airport operations and translate it into a software architecture that could evolve with the business.

SENIOR DEVELOPER, TICKETSENSE; MANCHESTER – 2010-2011

Ticketsense’s objective was the delivery of event ticket sales via mobile phone charge-back mechanisms. I was responsible for taking prototype code and enhancing it to make it suitable for production use by large numbers of users.

FOUNDER, VAGUEWARE; MANCHESTER – 2006-2010

In the Spring of 2006 I founded a dedicated Ruby on Rails software consultancy, which would also engage clients in a “CTO for hire” role.

Projects included building brand new social networking websites, providing backend process systems for professional bodies and developing prototypes.

IT MANAGER, MMU; MANCHESTER – 2002-2006

I was the technical lead for a £3.3 million ERDF & NWDA project within Manchester Metropolitan University to help digital sector businesses within the North West.

FREELANCE CONSULTANT; WORLDWIDE – 2001-2002

I worked as a freelance systems administrator and software developer for a wide range of clients including Cable & Wireless South Atlantic in the Falkland Islands.

INTERNET SERVICES MANAGER, AKITA; MANCHESTER – 2001

I helped this small IT consultancy with the development of their Internet services portfolio, which included a Cyber Penetration Testing function.

SENIOR ENGINEER, TELINCO; CHESHIRE – 2000

Starting as a customer support representative whilst working part-time at University, I eventually spent a year out working as a developer, systems administrator and ultimately senior engineer at this pioneer in the era of the “0845 ISP”, with a particular focus on systems security.

EDUCATION

UMIST, MANCHESTER – B.ENG, SOFTWARE ENGINEERING, 2000

UMIST’s Software Engineering degree focused on high-quality (provably complete/correct), software and exposed me to technologies from the most abstract (Rational’s CASE tools), down to the most fundamental assembly programming. Projects included

building an OS from scratch. I was sponsored through part of my degree by GCHQ, and spent a Summer working on-site in Cheltenham whilst holding DV clearance.

SKILLS

Because of my varied technical career and enjoyment of acquiring new technologies, I have a wide range of skills and present a core overview here.

TECHNICAL

- Programming: I have primarily developed with Ruby, Ruby on Rails, Go, Clojure and Javascript in recent years. I have historical exposure to C, Java, Python, PHP and Perl. I enjoy exploring other languages, and have "played with" Erlang, Swift, Scala, OCaml and Haskell. My preferred choices for most projects right now are Ruby and Go, but I am watching Swift, Scala and Erlang closely.
- Systems administration: My preference and strength is Unix-like systems. I am keen to adopt Serverless/FaaS architectures (e.g. AWS Lambda, Google Function, etc.), which I believe may heavily influence the future of Internet-scale application development.
- Infrastructure: I am well-versed in a range of infrastructure technologies including routing, network architecture, caching, load-balancing & video streaming.
- Cloud Infrastructure: I have an advanced understanding of many cloud services from AWS, Google and others ranging from "replacement metal" and deployment tools as well as application-services such as SQS, SNS and how best to use them.

NON-TECHNICAL

- Project management: I have many years of leading projects using a number of Agile techniques such as Kanban and SCRUM. I am committed to - and regularly review - industry best practice for the production of software systems.
- Communication & mentoring skills: I am an excellent communicator and presenter and have taught programming at undergraduate level to students with non-technical backgrounds.

OTHER

I am interested in machine learning and data science, and applied these techniques to produce algorithmic trading systems - principally on sports events - as a side interest.

In 2016 I competed in the Premier League's first ever hackday at Manchester City FC, an event focused on applications of on-the-ball and event-based performance data from Premier League games. My team won by creating a proof-of-concept for a product that used machine learning and numerical approaches to these data sets.

REFERENCES

References can be provided on request.