Christopher Rimmer

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Software Engineer experienced in building high performance and highly scalable back-end web services in both Java and PHP, a broad knowledge of relational and non-relational databases. Experience working in a cloud based environment as well as more traditional server infrastructure. Skilled in the design and implementation of APIs with a strong knowledge of RESTful API design principles. Achieved a 1st class degree at 76% and passionate about personal technical projects including www.soundnorfolk.co.uk.

Key Skills

- **Programming Languages:**
  - **Experienced:**
    - Java 8 (Spring, Play Framework, Hibernate)
    - PHP 5.3+
    - **Some Experience:** Python (Cement, Flask), C++, C# (on Windows Phone), HTML & CSS (bootstrap, foundation)
- **Databases:** MySQL, MongoDB, PostgreSQL, Redis
- **Techniques & Technologies:**
  - RESTful API Design
  - Scalable web services
  - Cloud based service design & development
- **Services:** Amazon Web Services (RDS, EC2, CF, ASG, ELB, S3), Datadog
- **Development Tools:** Git, SVN, Jenkins, SBT
- **Server Software:** Ubuntu, OpenSuse, Apache, Nginx

Employment

NakedWines – Senior Developer (January 2017 – Present)

NakedWines – Java Developer (November 2015 – December 2016)

RhythmOne (rebranding of Blinkx) – Engineering Team Lead (July 2015 – November 2015)
I took on the role as Engineering Team Lead of the Content Services team consisting of three people (including myself). My main focus as team lead is managing the development of the content platform for RhythmOne. The current project is a complete re-write of our video ingestion. This is to replace and consolidate multiple legacy systems into one, written in Python using the Cement framework. At the start of this project we had hired a new more junior developer into the team. I tasked this new team member to take the lead on the development of this new ingestion system, with my support on design decisions and my help for parts of the development process.

Blinkx – Software Engineer (July 2012 – July 2015)
The main API developer for the blinkx ecosystem, this API powers blinkx.com, partner websites and many other blinkx services. This requires high performance code that can scale to millions of requests per hour. This API is built using modern OO PHP 5 integrating with all areas of the blinkx back-end. This includes MongoDB, MySQL, Redis, proprietary search technology and other services to provide a fast highly scalable application. This was written from scratch mostly by me for a complete rewrite of the blinkx ecosystem. This required managing the migration and decommissioning of the legacy blinkx API, including the creation of a response emulation layer, as part of the new API but replicating the response format of the legacy API for partner applications outside of our control.

I also led the design & development process of a RESTful API to manage the blinkx content index, which contains the metadata of tens of millions of videos and various metadata

surrounding that. This required me to design the interface allowing easy CRUD management of the content index, using RESTful principles. This was developed using Java 1.8 in conjunction with the Play Framework.

During my time at blinkx we moved our infrastructure from our own colo to the cloud using AWS (Amazon Web Services). This required me to re-architect parts of our back-end infrastructure to be cloud ready, making use of auto-scaling to create a reactive infrastructure that can increase in size when traffic is high and decrease when traffic is lower. I also helped to manage the clean switchover between serving requests from our colo to AWS with no downtime.

Whilst at blinkx I received a "Transformer Award", this award was given to individuals who made a contribution above and beyond their normal responsibilities. It was awarded for my work and complete ownership of the blinkx API to facilitate development of other products in the company.

Aviva – Trainee Insight Analyst (October 2010 – September 2011)
I was on an industry placement at Aviva as a Trainee Insight Analyst. Most of my work was with SQL and analysis of data.

Mulberryreclaims.co.uk – Web Developer (Winter 2009)
I developed a dynamic website for a small business with content management system, this allowed them to add and remove products from their website easily. This helped me to interact with clients directly and determine their requirements.

Dogfish Internet Ltd – Web Developer (Summer 2009 – Winter 2009)
I was a part-time web developer using PHP, XHTML and CSS. This required me to deal with clients effectively allowing me to assess their needs. This also helped me to develop good time management skills as I had to work toward tight deadlines.

Projects

Dissertation

- "Classifying Devices based on Electricity Demand Profile". This involved using machine learning techniques to identify devices based on electricity usage. I wrote algorithm optimisations and analysed the improvement in classification speed compared to classification accuracy.

Personal Projects

- www.SoundNorfolk.co.uk is a business venture that I co-founded to allow Norfolk bands to have a place to advertise and publish reviews and photographs of local gigs. I built the technological areas of the website during university and now maintain it.
- I have developed a mobile application for Windows Phone using C#. This has given me an understanding of the complexities and differences when developing for a mobile device.

Education

BSc (Hons) Computer Science (with year in industry) **1st** at 76% (2008 – 2012)
University of East Anglia

Thomas Mills High School (2001-2008)
Framlingham, Suffolk

A2:	AS:	GCSE:
Maths B	History C	English B B - Maths B - Science A* A* - Business Studies A A -
ICT A		French B - Design Technology A - History A*
Physics C		