Devon Brazier

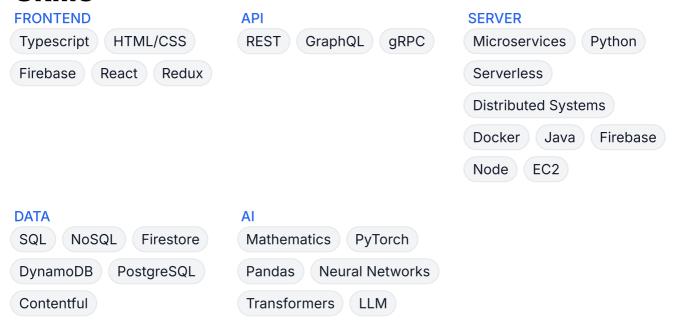
Full-stack Software Engineer

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Profile

A software engineer bringing a combination of fast learning and adaptability, having honed skills over 4 years in the fast-paced e-commerce industry. Strong problemsolving skills utilising many languages including python and java, excels in agile teams, contributes to innovative solutions for complex technical challenges. With a deep understanding of both customer and client needs, enabling the development of solutions that meet and exceed consumer expectations.

Skills



Experience

Software Engineer @ Ocado Technology

Sept 2020 - present

ECOMMERCE • SEPT 2021 - PRESENT

Part of a cross-functional team:

- Building and deploying features to 9 retailers across 9 countries to both web and mobile apps.
- Operating as a full-stack engineer using React/Redux for web frontend, and Java Spring and Python microservices, serverless functions, and distributed databases for the backend.
- Handling both in-office and out-of-office support responsibilities.

- Leading discoveries and implementation for end-to-end features across multiple teams. Creating meetings, writing documentation and remaining organised to deliver a durable product.
- Large contributions to the architecture of the CMS system to ensure long term scalability and flexibility for both the platform and engineers.
- Built a LLM-based chat bot for company website using OpenAI's ChatGPT with recipe recommendations. Available in many languages for all retailers.
- Designed, built and delivered a system for recipe management on an ecommerce platform, utilising Contentful third-party service as a CMS. This enabled retailers to create recipes for their online stores and customers to easily shop for meal-centric grocery needs.
- Designed a platform-wide sitemap system using AWS Lambda, S3, and CloudFront.
 The system included all products and recipes in all available languages, while
 minimizing cost and maximizing autonomy and code ownership for teams. Solution
 was extensible for other use cases including the chat bot above.

PERCEPTION ROBOTICS • MARCH 2021 - SEPT 2021

Built a suite of applications to simulate warehouse operations, enabling robotic teams to test software changes against physics engines before using live pick-stations. The suite was developed using Python (FastAPI, gRPC), Docker, ROS (Robot Operating System), and Unity physics engine. The simulation suite significantly improved the efficiency of the testing process and enabled faster feedback loops, allowing teams to catch and fix issues earlier in the SDLC.

Education

University of Birmingham

2019-2020

Computer Science MSc: Class II Division I - Average 86%

University of Birmingham

2015-2018

Physics BSc: Class II Division I

Contact

Website

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GitHub

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