

Shanee Vanstone

Senior Software Engineer

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Languages and Technologies

- | | | |
|---------|--------------------------|-----------|
| • C | • TypeScript and Node.js | • SQL |
| • C++ | • Go | • Docker |
| • Rust | • Python | • Git |
| • Linux | • Hardware Design | • AWS CDK |

Current Employment

Resilient

March 2020 – Present

Senior Software Engineer

Resilient provides telephony services including fraud prevention and business continuity.

Key achievements:

- Architected and led the development of an innovative billing system using Rust and AWS, achieving a seamless launch. This system resolved scaling and stability issues while reducing AWS costs by 30%. It also increased company revenue by £250k/year and reduced bill processing time from 12 hours to 5 minutes.
- Developed and implemented extremely high-resiliency telephony solutions to handle emergency calls using Rust, C, AWS and Docker.
- Trained and developed junior developers via pairing, mentorship and code reviews.
- Maintained and modernised the telephony stack including migrating critical systems from on-premise to AWS. This removed the need for on-site visits and manual involvement in deployments.
- Built and deployed Time Based Routing and IVR microservices in Go.

Previous Employment

MakerClub

March 2016 – March 2020

Chief Technology Officer

MakerClub provides an online platform and custom electronics kits to facilitate corporate workshops and teach programming to children aged 8 to 13.

Key achievements:

- Created the flagship product, the MakerBoard. Designed and wrote the software for the MakerBoard using Embedded C and MicroPython. Designed the hardware and organised manufacturing at scale.
- Built and maintained the MakerBoard's REST API using Java and Spring Boot. Worked on the company's websites, online platform and subscription payment system.
- Solved complex technical problems relating to: firewalls, hostile networks, captive portals and poor internet connectivity. Built the platform to allow children to easily write their own programs in a drag-and-drop system. Wrote implementations of a WebSocket client/server, HTTP client/server, DNS server and NAT router for the MakerBoard.