Alexander Towli
Software Engineer

Education

University of East Anglia	2:1 BSC HONS COMPUTING SCIENCE WITH YEAR IN INDUSTRY

Technical skills

Languages	JAVASCRIPT (ES5+) TYPESCRIPT GRAPHQL BASH PL/PGSQL
Platforms & environments	NODE.JS APOLLO GRAPHQL UNITY
Front-end development	REACT REDUX APOLLO HTML5/CSS3
Database/DBMS	POSTGRESSQL REDIS FIREBASE
Deployment services	AWS SERVERLESS TRAVISCI GITHUB ACTIONS HEROKU
Operating systems	UNIX WINDOWS

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LINKEDIN LINKEDIN.COM/IN/ALEX-TOWLI

Experience

Sony Pictures Entertainment, London, UK
SENIOR MANAGER / DEVELOPMENT ENGINEER
JUL 2023 - PRESENT

Engineering lead in an innovation/technology R&D team. Handling a wide gamut of requirements from different business sectors within the Sony Group globally, I both consult on, and drive, research and deployment of technical initiatives, including full stack system design and builds for deployment of proprietary ML models, contributing to film productions, and delivering cutting-edge POCs, exhibiting across the globe.

BrightSign LLC, Cambridge, UK
SENIOR SOFTWARE ENGINEER
JAN 2022 - JUL 2023

Working as a core contributor to the careful management and development of a highly complex cross-platform Signage authoring application. Notable infrastructure work includes leading the migration of our 10+ year old legacy architecture based on git submodules to an Nx backed monorepo. Notable feature development has involved UI support for a market leading 8K multi HDMI-output media player.

LEGO, London, UK
APPLICATION ENGINEER
OCT 2020 - JAN 2022

Working on the LEGO.com shopper platform, with a core focus on the carts, checkout, and fulfillment domains. I've made significant contributions building out high performant services on a large AWS serverless stack; making important contributions to the organisation's GraphQL schema, and leading a team in full-stack refactors and migrations.

ScreenCloud, London, UK
PLATFORM DEVELOPER
JUL 2017 - SEP 2020

Full stack development on a digital signage cloud platform, with a focus on microservice architecture. Designed and developed a media transcoding system for the new product, involving considerable use of PL/pgSQL, AWS (Lambda, MediaConvert, ECS) and various event based services. Heavily contributed to a number of projects involving GraphQL, React and TypeScript.

Interesting projects

Websocket based YouTube broadcast app

Created a web app which converts youtube videos into live playback sessions, broadcasting to viewers concurrently over websockets. The project consists of a React app and a Node.js Typescript backend backed by Redis.

References and more info on interesting projects available on request