

STUART DALLAS

Reading, UK

stuart@stut.net

OVERVIEW

- 25+ years in software engineering across a wide range of companies and industries.
- Recruited, mentored, and managed software engineers of all levels.
- Track record of delivering quality software, both as an IC, and leading a team.
- Experienced in a variety of languages, with a recent focus on Go and Python.
- Passionate about development processes, automation, and CI.
- Effective verbal and written communicator.

CAREER HIGHLIGHTS

- Enabled rollout of a new 16x CS2 game server anywhere in the world in 25 minutes.
- Built a secure hybrid platform for a medical device, scaled to 100+ installed sites.
- Designed and led the implementation of a social network for the travel industry.
- Created a multi-tenant CMS for a luxury travel company, with significant cost savings.
- Rebuilt a classified ads website helping achieve a 3x growth in MAU.
- Built an agent to report hardware & software to an asset tracking system for schools.
- Mentored several junior & mid-level engineers, helping them grow into senior roles.

KEY SKILLS

*used recently; for a full list see LinkedIn**

- **Hard:** Requirements gathering, system design, technical and user documentation, defining and implementing development processes, effective communication across all levels, automation, CI/CD, code reviews.
- **Soft:** Pastoral care, mentoring, recruitment, and professional development.
- **Languages:** Go, Python, HCL, HTML, CSS, JS, TS, React, React Native.
- **Tools & technologies:** MongoDB, Docker, IaC (Ansible, Terraform, Chef), Cloud (mainly AWS, some GCP and others), Nomad / Consul, Cassandra.

PROFESSIONAL EXPERIENCE

ESL FACEIT Group • London (remote), UK

Senior Software Engineer - Platform and Game Servers

Oct 2024 - Nov 2025

- Building and maintaining a platform for running CS2 gameservers around the world.
- Cloud-based coordination for globally distributed game servers.
- Integration into the FACEIT competitive gaming platform for matchmaking.
- Cloud: Go-based microservice codebase, running on Kubernetes, using MongoDB.
- Edge: Go-based services supervising CS2 game servers.
- Introduced Ansible to streamline edge server provisioning and management.
- Investigated and improved network performance between players and game servers.
- Built internal tools to analyse data in BigQuery and understand network performance.

Monzo • London (remote), UK

Backend Engineer (Contract)

Jun 2023 - Sep 2024

- Joined the Cards Squad, which handles card issuing and payment processing.
- Go-based microservice codebase, running on Kubernetes, AWS Keyspaces, and Kafka.
- Addressed several areas of long-standing tech debt.
- Improved observability and reduced alerting noise.
- Applied current internal best practices to legacy code.
- Worked on key pieces of the integration with Mastercard.
- Contributed to platform tools and libraries.

Oxehealth • Oxford, UK

Lead Platform Architect

Dec 2020 - Mar 2023

- Responsible for the architecture of the product and cloud platforms.
- Worked with the SRE & compliance teams to ensure platform reliability and security.
- Hands-on role in platform development, team mentoring, and code reviews.
- Served as the technical authority on the platform across the company.
- Built several internal CLI tools and web-based (React) frontends.

Systems Architect

Feb 2017 - Dec 2020

- Created a secure, remotely-managed platform for installation on customer sites.
- Technology used included Python, Chef, Ansible, MySQL, KMS, OpenVPN, Prometheus/Grafana, Consul/Vault/Nomad, Jenkins, and GitLab CI.
- Built a supporting cloud infrastructure on AWS with Terraform, including large-scale data storage and analysis tooling, and secure remote access to deployed systems.
- Scaled from one installation in 2017 to over 100 as of early 2023.

3ft9 • London/Reading, UK

Contract Software Engineer

May 2010 - Dec 2020

A representative selection of work undertaken:

- **Oxehealth**: evaluated options for storing large amounts of video and numeric data.
- **Cognitive Logic**: reviewed an internal Python project for viability as a standalone product; prepared the codebase for production use.
- **Powder Byrne International**: PHP/MySQL website, built a custom multi-tenant CMS.
- **Travel Weekly Group**: recruited and led a team to build a vertical social network using PHP, MySQL, and Neo4j.

Datasift • Reading, UK

Technical Architect

May 2015 - Oct 2016

- Designed several significant platform features and led their implementation.
- Contributed to the platform architecture, development processes, and QA controls.
- Expanded line management and mentoring responsibilities.

Principal Engineer

Jun 2014 - May 2015

- Ran a team of Scala developers, focused on the ingestion end of the platform.
- Worked with the VP of Engineering to introduce and refine an agile dev process.
- Line-managed and mentored two junior developers.

EARLY CAREER

see *LinkedIn** for details

Freeads Classifieds • Head of Technology

Mar 2007 - Aug 2011

IT Vision • Senior Software Engineer

Feb 2005 - Mar 2007

TRADA • Software Engineer

Jul 2003 - Feb 2005

RCP Consultants • Software Engineer

Jun 2000 - Apr 2003

Lab Impex Systems • Software Engineer (BSc year in industry)

Jun 1998 - Sep 1999

OTHER WORK

Personal projects

- **MyEPR**: Personal Electronic Patient Record; mobile app, preparing for initial release.
- **Photography**: various types, including a stint covering UK and France rounds of WSBK.
» <https://stuardallas.photography/>
- Hosting infrastructure: 4-node home-based Nomad/Consul cluster.
- **Aleff**: Automated Let's Encrypt For FabioLB.
» <https://aleff.dev/>
- **TwitApps**: Reply and follower notifications for Twitter.
» Launch: <https://go.stut.me/twitapps-launch>
» Shutdown: <https://go.stut.me/twitapps-shutdown>
More on GitHub: <https://github.com/stut>

Collaborations

- **1000 Players - One Game of Doom**: supplied and configured servers, added metrics, and scaled to support up to 4,000 simultaneous viewers. Skip to 14:00 for the action.
<https://go.stut.me/twitch-doom-video>
- **The Spodcast**: geeky podcast; producer and co-host.
» <https://spodcast.org/>
- **TwitOrFit**: hotornot for Twitter; architecture and backend implementation.
» <https://go.stut.me/twitorfit>
- **Tweetmeme**: Twitter link aggregator; architecture and initial backend dev.
» <https://go.stut.me/tweetmeme>
- **retwt.me**: architecture and backend implementation.
» <https://go.stut.me/retwtme>

EDUCATION

Bournemouth University

BSc (Hons) Software Engineering Management

1996 - 2000

*<https://go.stut.me/linkedin> Updated on January 18th, 2026 Latest at <https://cv.stut.me/>