Developer and Visionary.

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ControlPlane

ControlPlane is a security-focused cloud consultancy working on its first product launch for Kubernetes training. A unique SaS application tailored for large-scale corporations to upskill their employees with custom and interactive scenario-based learning. I was contracted to help them shape their vision and its subsequent realization. Within six months, we successfully rolled out a functional MVP, securing the very first Kubesim customer.

Amazon Web Services

Internal AWS knowledge sharing platform 'Sophia Project'. I was responsible for shaping and building the interface for the internal tool, using React and Amazon internal libraries. The application has been critical in sales calls and talk presentations - including AWS reInvent-. Today, it is visited daily by consultants worldwide looking to further their knowledge.

NatWest

Design and build a POC for enhancing the agent's experience (call centre) using AI. It included visiting the call centre, listening to calls and understanding the agents. After iterations, we agreed on a design that would significantly simplify their process. Furthermore, I built strong connections with the clients, securing further sales engagements.

Rhode Island -Department of Labour and Training

Rhode Island's new benefits platform was a redesign of multiple legacy sites to streamline the process of claiming benefits in a one-stop web application. As the UI Stream lead, I collaborated with multiple stakeholders to shape the direction and vision. I also build the core functionality and a custom React library tailored to their needs. The platform is now live, serving hundreds of citizens daily.

Ofsted

Worked on visualising unstructured data from multiple sources in an interactive web platform. After communicating with the stakeholders, it became clear that scattered data made it time-consuming and difficult to draw conclusions. I focused on making the UI affordable and simple by presenting them with some summary insights while allowing them to interactively dive deeper as needed. It was successfully launched and used to identify trends, such as 'off-rolling' risk factors.

Living Data

A startup focused on mobile apps with augmented reality features and IOT devices. I worked with their team of four to build an engaging mobile game that would motivate users to explore Newport. I got involved in the full lifecycle of a product launch, from user requirement gathering to designing, programming and graphics.