

Steven Blake

SENIOR SOFTWARE DEVELOPER

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Profile

With over 15 years of software engineering experience, I am a passionate and results-driven software engineer with a proven track record of designing and delivering high-quality, scalable solutions to complex technical challenges. I enjoy working closely with stakeholders to understand business needs, translate requirements into practical solutions, and deliver software that creates real value.

I thrive in both independent and collaborative environments, building strong relationships through clear communication, technical leadership, and a proactive approach to problem solving. I take pride in producing high-quality work, continuously improving both the software I build and the processes around it. I am also committed to mentoring and supporting colleagues, fostering knowledge sharing and helping teams grow to deliver their best work.

Education

University of Aberdeen

FIRST CLASS BSC IN COMPUTER SCIENCE

Aberdeen, UK

Sep. 2008 - Jul. 2012

Skills

Backend	C#, Java, Go, PL/SQL, Python, PHP, SQL, Rust
Frameworks	.NET (both Framework and Core), ASP.NET, Flask
Frontend	HTML5, CSS, Javascript, Typescript, React, React Native, Angular, Svelte
Database	Postgres, Oracle, SQL Server
AWS	Lambda, API Gateway, DynamoDB, CloudFormation, SQS, S3
Version Control	Git, Subversion
CI/CD	Github Actions, GitLab Pipelines, Bitbucket Pipelines
Operating Systems	Windows, Linux, Mac
Miscellaneous	Docker, Redis
AI	GitHub Copilot, Claude Code, Codex

Experience

Dayshape

SENIOR SOFTWARE ENGINEER

Edinburgh, UK (Working from home)

Mar. 2026 - Present

- Contributed to development of Dayshape's high volume service line.
- Developing mainly on an ASP.NET web API and Vue.js frontend.
- Maintaining Jest component/page tests, C# unit tests and E2E Playwright tests.
- AI assisted development using Github Copilot.

Schuh

SYSTEMS DEVELOPER

Livingston, UK (Working from home)

Jan. 2024 - Mar. 2026

- Developed a variety of in-house GUI (WinForms, WPF (MVVM)) programs written in C#/VB.NET with SQL Server.
- Developed a variety of automated SQL and .NET programs to perform various background tasks.
- Added new functionality/improvements to the mobile payment device software which is used by store colleagues in all our stores. This involved Kotlin and web service development.
- Lead developer on a major rewrite of our store staff scheduling system from a legacy VB6 GUI application to a more modern C# GUI application.
- Developed a mixture of web apps, written in a variety of frameworks like Angular, React and ASP NET MVC.
- Working closely with stakeholders to gather requirements to create/modify tools and automated jobs to facilitate business processes.

Firefish Software

BUILD TEAM TECHNICAL EXPERT

Glasgow, UK (Working from home)

Jun. 2021 - Jan. 2024

- Leading the Integrations team responsible for implementing and maintaining third-party integrations with firefish recruitment CRM.
- Working mainly on an ASP NET Web API backend and AngularJS frontend, using SQL Server for the database.
- Lead developer on a well received Chrome Extension written in Angular communicating with an ASP Net Web API.
- Breaking down requirements from the Product Experience team and Architects into user stories.
- Maintaining tests.
- Responsible for maintaining technical and functional processes.
- Breaking down requirements into technical designs.
- Mentoring junior members of the team.
- Managing the team's sprints to ensure 100% completion.

Banntech

SENIOR SOFTWARE ENGINEER

Broughty Ferry, UK

Apr. 2020 - Jun. 2021

- Part of a development team responsible for maintaining and modifying bespoke ASP NET Core web platforms.
- Involved in code reviews and mentoring in order to facilitate knowledge sharing and maintain standards.
- Working with the Development Lead to design and architect solutions and provide accurate estimations for project plans produced.
- Taking on Team Lead responsibilities when required.
- Liaising with customers to resolve any issues raised through our support ticketing system.
- Lead Engineer on a mobile application built using React Native and an ASP NET Core Web API.

Outplay Entertainment

SOFTWARE ENGINEER

Dundee, UK

Oct. 2017 - Apr. 2020

- Responsible for designing and building serverless RESTful microservices that deliver dynamic content to the players of Outplay's mobile games. These microservices are developed using Python (2 & 3) and deployed to AWS using CloudFormation. The platform for these services is centred around Lambda, API Gateway and DynamoDB.
- Responsible for designing and maintaining unit and integration tests.
- Ensuring new and existing services are cost efficient and scalable.
- Heavily involved in code reviews to ensure standards and quality are maintained.

Monitor

SOFTWARE DEVELOPER

Aberdeen, UK

Sep. 2012 - Oct. 2017

- Part of a development team responsible for maintaining existing products and developing new solutions. These products included a PL/SQL web application, a C# desktop application, Java web services (RESTFUL and SOAP), Java servlets and Java GUI applications.
- Participated in code reviews to ensure standards and quality were maintained.
- Constructed test plans for modifications made to the products to ensure they were working as intended.
- Involved in the design process for new solutions and modifications to existing functionality.

University of Aberdeen

RESEARCH ASSISTANT

Aberdeen, UK

Jul. 2012 - Sep. 2012

This was a temporary part-time job that was offered to me after the completion of my undergraduate honours project. This role involved working with clients and collaborators to understand their requirements for changes to the project and implementing them.

Honours & Awards

2012 **3rd Place**, ScotSoft's 'Young Software Engineer of the Year 2012'

Scotland, UK

Publications

- Blake, S., Siddharthan, A., Nguyen, H., Sharma, N., Robinson, A-M, O'Mahony, E., Darvill, B., Mellish, CS. & Van Der Wal, R. (2012). 'Natural Language Generation for Nature Conservation: Automating Feedback to help Volunteers identify Bumblebee Species'. in M Kay & C Boitet (eds), *COLING 2012 :24th International Conference on Computational Linguistics : Proceedings of COLING 2012 : Technical Papers*. The COLING 2012 Organizing Committee, Mumbai, pp. 311-324.

References

Available on request.