

Christopher Rimmer

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Senior Software Engineer with 13+ years of commercial experience building and operating back-end services and APIs, including 10+ years in Java and Spring Boot (earlier career in PHP). Experienced in AWS and Kubernetes environments, contract-first REST APIs (OpenAPI), event-driven systems (Kafka, SNS/SQS) and data modelling across PostgreSQL and DynamoDB. Regularly act as a team tech lead and own production systems through on-call. BSc (Hons) Computer Science (1st, 76%). Outside work, build and operate www.fsaddoncompare.com, an MSFS add-on comparison platform (Angular + Go) with around 30k unique visitors per month.

KEY SKILLS

- **Back-end:** Java (7 to 25), Spring Boot, Spring Data JPA, Hibernate, TypeScript (Node.js/NestJS, AWS Lambda), Go (personal projects), PHP (earlier career)
- **Front-end:** TypeScript (Angular), Thymeleaf, JSPs
- **Data:** PostgreSQL, DynamoDB, Redis, MongoDB, MySQL
- **Cloud & platform:** AWS (Lambda, API Gateway, DynamoDB, S3, SNS/SQS, EC2), Kubernetes, Terraform
- **Architecture:** API design (REST, OpenAPI, contract-first), microservices, event-driven systems (Kafka, Protobuf, SNS/SQS), domain-driven design (DDD)
- **Testing:** JUnit, Mockito, Testcontainers, WireMock, performance testing (Taurus/JMeter, k6), Selenium
- **Tooling:** Maven, Git, Jenkins, Grafana, Kibana, Liquibase, Docker, Helm, Snyk, SonarQube

EMPLOYMENT

Naked Wines - Senior Software Engineer (January 2017 – Present) & Java Developer (November 2015 – December 2016)

Senior Software Engineer in a large Java and Spring estate, building and operating back-end services and APIs across the UK, US and Australia. Have worked across most parts of the estate, from the core monolith through to microservices, including building new Spring Boot services where needed. Core tech has included Spring Boot, PostgreSQL, AWS (including SNS/SQS, Lambda, DynamoDB and S3) and Kubernetes, plus Redis for caching and Kafka for messaging. Also used TypeScript and Angular for internal tools. Regularly take tech lead responsibility in teams of 3–6 engineers, staying hands-on while guiding design decisions, reviews, rollout planning and day-to-day technical direction. Have also been part of the organisation-wide on-call rota since 2017.

Most recently, as part of the Composable Platform team, helped define the Enterprise API approach and delivery plan. Worked alongside architects on DDD domain modelling, defining bounded contexts and setting direction for new Java 25 Spring Boot microservices. Drove a contract-first OpenAPI approach, leading contract design and reviews, and establishing standards and tooling (documentation, linting, breaking-change checks, code generation and mocks to improve developer workflows). Shared these approaches more widely through documentation, backend gatherings and cross-team discussions. Regularly reviewed others' work, helped unblock engineers through design guidance and drove early Kafka adoption by aligning event design and ownership with the emerging domains.

Earlier highlights include:

- Led platform upgrades across a Spring Boot estate (20+ microservices plus the core monolith and shared libraries), reducing Snyk-reported vulnerabilities by 4,000+.
- Tech-led a Contentful CMS integration for web and app.
- Owned a payment provider migration (Adyen to Realex, later Global Payments) and a controlled 3DS2 rollout for UK regulatory requirements.
- Built key components of an event-driven subscriptions fulfilment system, supporting launch of Wine Genie and Never Miss Out subscriptions.

- Tech-led and built an internal stock management tool, rolled out to 200+ Majestic Wines stores.
- Built a new ratings service and led a phased migration, keeping legacy systems running in sync to reduce cutover risk and to support old use cases during the transition.

SLOCOACH - Software Engineer (Contract, part-time, June 2020 – March 2022)

Worked part-time on a contract basis on SLOCOACH, a sports coaching and education platform for governing bodies, coaches and participants. Focused on back-end and platform work on AWS, helping shape the initial GraphQL API and its supporting data model.

Key contributions:

- Designed a GraphQL schema and query patterns (initially via AWS AppSync).
- Built a DynamoDB single-table model aligned to those access patterns.
- Implemented event-driven processing (DynamoDB Streams + Lambda) to drive downstream workflows such as search indexing and emails.
- Supported multi-region deployment (UK, US, Australia) using DynamoDB global tables.
- Contributed to the migration from AppSync to a NestJS-hosted API, and wrote Terraform to provision supporting AWS infrastructure.

RhythmOne (rebranding of Blinkx) - Engineering Team Lead (July 2015 – November 2015)

Engineering Team Lead for the Content Services team (three people, including myself), responsible for delivery of the content platform.

- Led a rewrite of video ingestion, consolidating multiple legacy systems into a single Python service.
- Supported a more junior engineer to take day-to-day delivery ownership, providing guidance on design decisions and reviews.

Blinkx - Software Engineer (July 2012 – July 2015)

Main API developer for the Blinkx ecosystem, powering blinkx.com, partner websites and other services at millions of requests per hour.

- Built and owned a PHP API layer integrating with the wider Blinkx back-end (including MongoDB, MySQL and Redis).
- Managed the migration and decommissioning of a legacy API, including a response emulation layer to avoid breaking partner integrations.
- Led the design and development of a Java (Play Framework) REST API for managing the Blinkx content index (metadata for tens of millions of videos).
- Helped move infrastructure from a colocation data centre to AWS, including re-architecting components for auto-scaling and a no-downtime cutover.
- Received a "Transformer Award" for ownership of the Blinkx API and enabling delivery of other products.

Earlier roles

- Aviva - Trainee Insight Analyst (industry placement, 2010–2011).
- Mulberryreclaims.co.uk - Web Developer (Winter 2009).
- Dogfish Internet Ltd - Web Developer (Summer 2009 – Winter 2009).

PERSONAL PROJECTS

FS Addon Compare (www.fsaddoncompare.com)

Independent comparison platform for Microsoft Flight Simulator add-ons, helping users discover, compare and track prices across multiple stores.

- Design, build and operate the platform end-to-end (data ingestion, back-end APIs, front-end UX, search, browser extension), including features such as price history and sale alerts.

- Around 30k unique visitors per month.
- Third-party sites integrate via the API for pricing data.
- Recently shipped user accounts (library, wishlist, ratings) (News Article).
- Tech: Angular, Go API, PostgreSQL, Typesense search, plus TypeScript and Go supporting services and batch jobs.

EDUCATION

BSc (Hons) Computer Science (with year in industry) - (2008 – 2012)

1st (76%) - University of East Anglia

Dissertation: "Classifying Devices based on Electricity Demand Profile" (machine learning, algorithm optimisation).

Thomas Mills High School (2001 – 2008)

Framlingham, Suffolk

A2	AS	GCSE	
ICT (A)	History (C)	Science (A* A*)	English (B)
Maths (B)		History (A*)	Maths (B)
Physics (C)		Business Studies (A A)	French (B)
		Design Technology (A)	