

Jon Wood

I'm somebody who loves to understand and solve business problems. Often I'll use code to do that, but only when that's what seems to be the best approach. I love any environment where I can properly dig into what makes things tick, and hopefully improve the processes around that.

For the last 6 years I've been working with startups helping them to build and operate their technology infrastructure, and adapt that to fit in with the business' objectives. That's involved everything from frontend design and development down to designing and managing AWS environments, with a healthy dose of business analysis to specify and prioritise work.

I live and work from Southampton, where I live with my wife and our three year old son. When I'm not working I can typically be found walking around the local parks, watching our son grow up, and catching up on what TV and computer games I can find time for.

Hubbub.co.uk

June 2011–June 2016, September 2016–March 2017

Hubbub were a food delivery company working with independent retailers to provide same day Ocado style delivery from over a hundred shops to customers across London. As Hubbub's first in house developer I took over responsibility for their entire software infrastructure from the agency that originally developed the first version of the site. Since then I've been involved in work on almost every aspect of the company.

Sadly we ceased trading in March of 2017 after a funding round fell through the year before, preventing us from being able to scale to a point where the company was self-sustaining.

Projects that I was responsible for included:

- Developing a mobile web application for our delivery drivers, allow us to expand from a single delivery van covering a small area, to a fleet delivering to most of London, with minimal investment in support staff.
- Moving our infrastructure from a single manually managed server when I started, to dozens of automatically provisioned servers on AWS providing several independent services which run Hubbub now.
- Automated invoicing for our partner shops, replacing a repetitive and error prone process which took the best part of a day every month to pay 10 shops with one that allows handling 100+ invoices in a few hours.
- Completely reinventing how our partner shops view and pack their orders to reduce errors and allow them to handle anything up to a 20x increase in order volume since we started.
- Developing an external API to allow partners to use our delivery vans for orders placed on their own websites.
- Personally delivering over a hundred orders over the years, both while out with drivers seeing how our systems work, and helping to make Christmas dinner happen for customers every year.

Neos Connected Home Insurance

June 2016–September 2016

I spent a few months with Neos, helping them to build and release the initial version of their insurance platform, which uses IoT devices to provide proactive monitoring of customer's homes.

During the time I was there I led development of the API for their mobile app, a Raspberry Pi based hub device to transfer data from sensors in the home to the backend, the processing pipeline to take the raw data being reported and act on it, and their hosting infrastructure using AWS Elastic Container Service to manage Docker based microservices.

The thing I'm most proud of from my time at Neos is working to mentor the development team, helping them to refine their delivery process in order to provide better visibility of progress to the rest of the business, and to refine their skills in building scalable web based services.

Blank Pad Development

February 2011–June 2011

Contract software development, working with clients building internal business systems. These included a system to support a pub chain in taking telephone bookings for coach tours, and a tool allowing staff at a web agency to automatically provision staging and production hosting environments in line with their client's requirements.

TBWA/Agency.com

August 2010–March 2011

As a developer at Agency.com, later to be merged into their parent company TBWA, I primarily worked on projects for British Airways.

I was the lead developer on their Great Britains program, which allowed people to nominate people to receive free flights from BA to participate in charity work and sports. This project evolved over the time I was with TBWA, and required ongoing development.

To reduce the amount of work required to deploy new sites I developed a Chef based hosting infrastructure on top of Rackspace Cloud which allowed new hosting environments to be created with a web form, with continuous deployment from Subversion repositories.

I also participated in development of campaigns for Comic Relief, and Age UK.

Clara.net

January 2008–August 2010

As a member of Clara's core development team I was primarily responsible for our internal monitoring tools and asset management database. I led development of a Rails based system which allowed tracking the configuration and location of servers, routers, and other networking hardware as it was installed. That information was then used to automatically populate our Nagios monitoring system appropriately. As part of the roll out of the system I also had to import data from several disparate asset databases that were acquired along with companies that were bought by Clara.

Other projects I worked on included an internal C library to query BT's ADSL line testing API, a Ruby based server to send SMS notifications via SMPP from internal systems, and several extensions to our ticket tracking software which allowed us to track SLAs for key customers.

Ardent Creative

June 2005–September 2007

As a developer for Ardent I worked on a wide range of projects for client companies, including e-commerce sites, internal tools, an e-learning platform, and more brochure sites that I can keep track of!

Education, and Other Experience

After leaving school I spent a year at sixth form college, studying computing, electronics, maths, and photography, but decided that I would rather pursue other opportunities. For several years after college I did freelance software development and IT support work in the Southampton area, primarily working with local businesses and charities to build websites and manage their internal IT systems. During this time I started using FreeBSD, and later Linux, to host client's websites on my own servers.

I also contributed to PHP's PEAR project, contributing bug fixes to several packages, while being lead developer on the Auth_PrefManager and Services_Google packages, and did extensive work on the Jaws (<http://jaws-project.com>) content management system, authoring several core modules.