DAVE WHYTE

Tasks: 250, 1540
Load average: 15
Uptime: 1 day, 0

Experienced, results-oriented **Senior Developer / Technical Lead** with demonstrated strength in creative problem-solving to ensure the delivery of innovative solutions and facilitate effortless, engaging customer experiences. Cat person. Highly articulate and competent in the **planning**, **development** and **delivery** of complex projects to achieve business objectives against hard deadlines.

🌐 Brisbane / Remote

✉ dwhyte@gmail.com

📞 +61 404 954 336

SKILLS & EXPERIENCE

JavaScript

Vue/Vuex/Vue3, ES6, React/Redux/React Native

Backend

PHP, Laravel, Symfony, MySQL, PostgreSQL, Go, Protobufs, gRPC, Node

Frontend

HTML, CSS, Sass, Tailwind, Bootstrap

Tooling/Ops

Vite, Webpack, CI/CD, GitHub, GitLab, EC2

People

Team leadership, mentoring and coaching

Product

Solution design and analysis, API design, Agile development, sprint planning and estimation

EDUCATION

B.A. (Mod) Computer Science, Linguistics & German, 2004.

Trinity College Dublin, Ireland, 2004

Staff Engineer at Paypa Plane / Billycart
Nov 2021 – Nov 2023, Brisbane

Headhunted by some former Ladbrokes colleagues, I joined initially as a purely frontend (**Vue**) developer. As the team and the company grew, I transitioned to a more full-stack role, contributing to the legacy **PHP** webapp as well as the **Go** microservices that are gradually replacing it.

I worked on a wide range of bespoke projects for company clients. Some of the most impactful:

- Re-architected the admin portal to allow customers and users to move seamlessly between merchants. Added the ability to view merchants by hierarchy in a lazy-loaded tree, simplifying the user experience and greatly reducing network traffic.
- Streamlined the onboarding process for new merchants, guiding them through the minimum steps required to start adding customers, and cutting down the need for helpdesk intervention.
- Implemented a new "Limited Access" permission abstraction layer on top of existing permission logic, all without impacting the existing functionality.
- Rebuilt the Reports portal frontend and backend for faster load times, improved ease-of-use and future extensibility.

This time, when the opportunity came up, I opted to follow the Staff Engineer route. This role had less people-management but an equal amount of onboarding, mentoring and rubber-ducking. It is especially important in a semi-remote team to have someone to call when you're stuck and I made sure to always be one of those people.

Technical Lead at foundU
Apr 2020 - Nov 2021, Brisbane

I joined foundU as a tech lead in early April 2020, just as the COVID-19 lockdown started. Working remotely, I took stewardship of the Payroll team of 5 devs, guiding several major projects over the line in time for two EOFYs, including

- building a powerful but simple to use Rate Rise tool for Awards
- making the Rostering section truly flexible
- Rebuilding the crucial (but legacy) Pay Rules UI to accommodate foundU's new industry-leading Award interpretation engine.

Outside of dev work, I acted as the bridge between my team and the Product teams and CTO. I vetted, interviewed, and onboarded new team members and continued to mentor them as they learned the ropes.

DAVE WHYTE

Technical Lead at GVC Australia (now Entain)
Feb 2017 - Apr 2020 Brisbane

When some of the original creators of the Bookmaker/Ladbrokes business decided to build a new platform from scratch, I was invited to kick off the development of the responsive Vue frontend for what would become Neds. We released a brand new platform, website and trading interface in October of the same year. As the dev team expanded from 6 to 30+, I took command of a cross-functional product team that worked on several core components including PayPal, Braintree and eMerchants integration. Following our (re)acquisition by GVC, I was responsible for overseeing, reviewing and continually releasing code for the migrations of Betstar, Bookmaker and finally Ladbrokes onto the Neds platform.

Technical Lead at Ladbrokes Australia
Feb 2017 - Apr 2020, Brisbane

At Ladbrokes, I was responsible for several major product launches on the mobile site, which was skinned for the Ladbrokes, Betstar and Bookmaker brands. I became the mobile web Tech Lead in early 2016. In addition to my main responsibilities of coordinating project work and releases, I maintained a continuous channel to address technical debt and performance issues to transform the hurriedly-constructed DIY JS framework into something robust, fast and scalable that lasted right up until August 2019.

Senior Web Developer at Sportsbet
November 2010 - March 2015, Melbourne

I relocated to Melbourne in 2010 to rescue the UI phase of a complete rebuild of IASbet.com and Sportsbet.com.au, which had fallen behind schedule. In a very fast-paced 8 months, I took charge of building and maintaining consistency between the front ends of two highly complex betting sites being developed in parallel, working autonomously for large parts of the project, hiring two more developers and introducing coding standards and interdepartmental workflows that greatly improved quality and efficiency in the run-up to release. In 2012 I broke ground on and wrote a large part of the (sadly short-lived) tablet site. Finally, from the tail end of 2013 until I left, I was the acting tech lead for the in-house rebuild and launch of the mobile site.

Senior Web Developer at Paddy Power
July 2006 - Nov 2010, Dublin

At Paddy Power, I built and maintained an array of high-traffic websites including the main Sportsbook page (paddypower.com) as well as the company's PHP-driven non-retail sites for bingo, poker, games, casino, spread betting and recruitment. I handled a constant stream of requests for new content pages, quick promo pages, microsites, redesigns, new content management modules and so on. In early 2010 I was promoted to lead the newly-created dedicated Sportsbook web development team, where I remained until I was offered the opportunity to rebuild the UI of their new Australian acquisition, Sportsbet.