



# Joshua Barnett

 British citizen  
 Canadian work permit (IEC)  
13+ years of professional experience  
Native English speaker

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## Skills

### Languages

- JavaScript
- TypeScript
- Golang
- Rust
- Python
- Bash

### Automation

- GitHub Actions
- GitLab CI/CD
- Terraform
- Pulumi
- Ansible
- GitOps

### Observability

- Grafana
- Prometheus
- DataDog
- InfluxDB
- PagerDuty
- OpenTracing

### Infrastructure

- Docker
  - Kubernetes
  - Helm
  - MongoDB
  - Redis
  - SQL Databases
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## Career

### Lead Platform Engineer / [Electronic Arts](#)

Permanent Full-time / Jun 2025 - Present

Building an internal developer platform to support and standardize the creation and operation of services built by quality verification teams across game studios.

### Senior Site Reliability Engineer / [giffgaff](#)

Permanent Full-time / Nov 2023 - May 2025

Led the containerization and seamless migration of giffgaff's high-traffic website to Kubernetes, achieving zero downtime and enhanced scalability.

### Senior Site Reliability Engineer / [People Can Fly](#)

Permanent Full-time / Jan 2023 - Oct 2023

Automated game server deployments to Pragma Platform, and managed internal services and infrastructure deployed on Hyper-V clusters.

### Principal Software Engineering Consultant / [Strike](#)

Contract Full-time / Jun 2022 - Jul 2022

Responsible for aiding the migration of business systems to an event-driven architecture, with the long term goal of them becoming a more data-driven enterprise.

### Lead Site Reliability Engineer / [Kodify Media Group](#)

Contract Full-time / Aug 2020 - Mar 2022

Oversaw the start of the SRE team. Hired, and inducted new team members. Trained the engineering team with regard to debugging services through observability tooling, operating development environments and building CI/CD pipelines.

### Senior Full Stack Developer / [Kodify Media Group](#)

Contract Full-time / Jun 2018 - Jul 2020

Worked on many varied projects as part of the remote engineering team. Focused on improving and optimizing the user experience.

### Full Stack Developer / [Speechmatics](#)

Permanent Full-time / Aug 2016 - May 2018

Joined this start-up as the sole dedicated web developer. Worked primarily on their cloud platform. Packaged and automated the installation of their speech recognition tech for on-premise deployment.

... Full career history available at / [joshua.barne.tt](https://joshua.barne.tt)

Jul 2012 - Jul 2016 ...

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## Education

### Bachelor of Science (BSc) / [University of East Anglia](#)

First Class Honours degree in Computer Science / Sep 2010 - Jun 2014