

Matthew Consterdine

Senior Software Engineer with 7+ years experience creating automated systems to protect the world from cybercrime
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Problem solver passionate for secure, scalable systems. Experienced in full-stack, microservices, cloud, and databases. Skilled in testing, code review, mentoring, and Agile. Bringing technical depth and clear communication to every project.

EXPERIENCE

Netcraft, Senior Software Engineer 2025–Present

- ▶ Achieved key objectives as Service Delivery Manager, produced roadmap, ran planning/stand ups/retrospective
- ▶ Proactively identified and documented cost/performance bottlenecks, optimised SQL to drop \$78k/year DB replica
- ▶ Competed in 4 company hackathons, presented work, led to 3 successful projects; gave training and lunchtime talks
- ▶ Developed AI domain clustering watcher with AWS Bedrock, 45k new attacks/month; keen to explore new AI tools
- ▶ Helped run recruitment events including at Oxford University, reviewed candidates' code making pass/fail decisions
- ▶ Active member of observability working group, championed new technologies, co-authored successful project ideas

Netcraft, Software Engineer II 2022–2025

- ▶ Migrated CentOS 7 systems to Rocky Linux 9 creating 24 new Terraformed AWS machines, first fixed dependencies
- ▶ Penetration tested 8 clients' systems, identified security vulnerabilities such as SQLi/XSS, delivered technical reports
- ▶ Resolved on-call alerts/incidents, identified root causes, developed fixes, prevented reoccurrences, wrote playbooks
- ▶ Contributed workflow improvements, pushed team to adopt an N-1 approach helping to 100% reach operations SLA

Netcraft, Computer Scientist 2018–2022

- ▶ Developed performant Go, JS, and Perl 5/Mojolicious/OpenAPI cybersecurity systems to find and classify phishing
- ▶ Provided support to cross-functional stakeholders, performing ad hoc research using MySQL to answer queries
- ▶ Analysed obfuscated PHP phishing kits for credential stores; replied to customers and reporters earning bonuses

Winchester Innovation, Web Developer Summer 2017

- ▶ Remotely created JavaScript/PHP web apps improving communication, documentation, and time-management skills
- ▶ Built web front-end for ioLight Raspberry Pi CM Internet-of-Things microscope, using GStreamer and Python 3

Blue Diamond, Retail Assistant Summer 2016

Bulldog Technology, Sales Assistant 2012–2013

INTERESTS

Meetup, Lead Group Organiser 2020–Present

- ▶ Led in-person/Zoom events for 1300+ member group including regular badminton, board game, and book events

BathTub Orchestra, Committee Member and Flautist 2019–Present

- ▶ Designed bathtuborchestra.com. Recorded concerts and edited 100+ videos in DaVinci Resolve to post to YouTube
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SKILLS

Languages. C#, Go, Java, Matlab, OCaml, Python, Rust

Cloud. AWS, CI/CD, Docker, Kubernetes, Terraform

Web. CSS, JavaScript, HTML, PHP, Perl, SQL

Tools. Burp Suite, Git, Jira, Linux, Microsoft Office

Awards. Bloomberg CodeCon finalist, bronze DofE, full clean UK driving license, half marathons, Zepler scholarship

EDUCATION

University of Southampton, MEng (Hons) Computer Science (2:1, 68%) 2014–2018

Highlights. Blockchain tracer, OpenCL GPU fractal explorer, Unity game design. Code Dojo, FolkSoc, Quadball

Dissertations. Lect.Me: A Real-Time eLearning Platform, OneM2M: Simulating Multi-Vendor Internet-of-Things

Farnborough Sixth Form College, 4 A-Levels 2012–2014

A* Electronics, A Maths, A Physics, C Chemistry with a B in AS-Level Fine Art; prototyped C++ games in a club

Court Moor Secondary School, 11 GCSEs (5 A* including Computing & Maths) 2007–2012