
Lawrence Job

+447800925762

lawrencejob@live.co.uk

London, United Kingdom

Staff software engineer with a background in computer systems engineering, specialising in distributed systems, product engineering and AI-native software delivery.

Experienced as both a technical leader and hands-on engineer, remaining actively involved in software development while contributing architecture and delivery strategy across healthcare, education and high-growth technology organisations.

Product-focused by nature, combining engineering, design and customer understanding to turn ideas into successful products. Currently working daily with TypeScript, Go, Swift, C#/ .NET and modern AI-assisted engineering workflows.

ENGINEERING

Hands-on engineering across frontend, backend, mobile and cloud systems, using modern technologies and AI-native workflows to build products at scale.

Designing and building complex distributed systems with principles like domain driven design and systems thinking.

STRATEGY

Contributing to technical strategy and advocating best practices through careful technology choices and delivery methodology (agile).

Product-oriented, having worked closely with product designers, suppliers and customers to manifest the best products.

MANAGEMENT

Building resilient cross functional teams of 30+ engineers through mentoring (into senior positions) and people management.

Guiding teams to objectives and growth, removing roadblocks and multiplying their output.

Experience

Healthtech-1

PRODUCT ENGINEER, NOV 2025 – PRESENT

Healthtech-1 is an early-stage YC startup making NHS healthcare more accessible through AI and product-led engineering. I joined in a senior product engineering role to return to day-to-day software development and help build AI-native healthcare products at the forefront of modern agentic software delivery.

- Lead engineer on the healthcare marketplace product, delivering full-stack features in TypeScript, React and Node.js within a cross-functional product team.
- Applied a data-driven approach to product development using PostHog, combining user analytics, session recordings and experimentation to guide product decisions and prioritise engineering effort.
- Led adoption of AI-assisted and agentic engineering practices across the organisation, delivering the company's first product developed entirely through AI-native workflows while maintaining clinical safety, software quality and long-term maintainability.

INTO University Partnerships

INTO is a multinational education company which allows students from around the world study in English speaking markets. INTO processes 100,000s of complex applications each year from over 50 countries, through complex legislative and technical requirements. I joined to help start and grow a new engineering (and eventually AI) division in the company which, through agile and modern engineering practices, replaced external consultancies and monolithic IT systems.

STAFF ENGINEER AND TECHNICAL ARCHITECT, JAN 2021 – MAY 2025

- Grew the engineering division from 5 to 30 engineers; responsible for hiring, onboarding, and upskilling. Mentored developers across disciplines in technologies such as React, C# and Angular, as well as Scrum/agile, CI/CD and architecture.
- Owned technical strategy and tool selection, which involved rigorously testing new frameworks and SaaS providers. Selected C#, Node.js, React (Next.js) and Angular, along with Terraform, Azure and GitHub. Collaborated closely with architects from Azure, Contentful, Salesforce on INTO's bespoke enterprise plans.
- Contributed directly to the implementation of our core APIs, search service, customer websites and apps, while providing technical leadership across multiple teams.
- After careful evaluation and selection, I taught and mentored the engineers to help them best be placed to work with them. I incorporated them into the shift-left/right testing strategy and DevOps workflows to minimize deployment friction.
- Designed and implemented key components of a global platform comprising ~20 microservices, 6 front-end applications and multiple SaaS integrations, applying domain-driven design principles across distributed teams.
- Designed and implemented Azure-based CI/CD platforms and deployment automation that enabled the organisation to move from quarterly releases to daily deployments (10s-100s per day). Led adoption of Terraform and secure Azure automation pipelines.
- Founded and led a dedicated AI team applying machine learning and LLM technologies to automate international student processing, fraud prevention, document understanding, translation and customer support. Through use of ML, cut cost per student substantially.
- Enabled cross-departmental digital transformation by promoting agile, responsible AI and automation across the organisation.

SENIOR SOFTWARE ENGINEER, SEPTEMBER 2017 – JANUARY 2021

- Part of the core team that designed and implemented a microservices strategy to replace a consultancy-built monolith with zero downtime.
- Worked closely with UX and product teams to conduct usability testing with real users, using feature flags and A/B experimentation to guide product decisions and improve conversion.
- Led and contributed directly to the implementation of INTO's Azure migration, building cloud-native services using Azure Container Service, Cosmos DB and Cognitive Search.
- Used an event bus with patterns like eventual consistency and message queues to make INTO's architecture resilient to geopolitical issues and natural disasters while maintaining industry-leading performance.
- Designed our systems around modular SaaS providers to accelerate development, including Contentful, Auth0, Smartling, Salesforce, Akeneo, and many more. Worked closely with their architects to ensure we followed best practices.

Oxford Consultants for Social Inclusion

SOFTWARE ENGINEER, JUNE 2013 - 2017

OCSI is a data and analytics consultancy spun out of Oxford University, helping public and private sector organisations understand complex datasets through mapping, visualisation and decision-support tools.

- Developed high-performance GIS and data visualisation platforms using PHP, JavaScript and C#, processing large datasets for public and private sector clients.
- Built custom frameworks and interactive mapping tools using OpenStreetMap, Google Maps, QGIS and D3.js to power industry-leading visualisations.
- Supported business-critical systems and investigated production incidents in high-availability environments.
- Took on additional leadership responsibilities like scrum master and user research labs.

Other Roles

2010 - 2014

Prior to joining OCSI, worked across research, startup and consulting environments including government-funded Innovate UK projects, a social media startup serving 300,000+ users, and digital consultancy engagements with UK government and major brands.

I also had the opportunity to consult with UK government and large brands through the digital activist organization Rewired State and teach with their mentoring arm Young Rewired State.

Outside of Work

Besides work, you can find me at engineering meetups or hackdays and I devote time to mentoring regularly in the engineering and product disciplines. I also like to make time to learn new technologies and practice them with projects. I find all of this helps me make better decisions in the daytime.

Selected Project: Departures

My current project is an opinionated redesign of the public transport passenger experience, centred around a real-time digital twin of the National Rail network and a bespoke graph database designed to facilitate operational and routing queries that weren't previously possible.

- Ground-up redesign of the passenger experience from user stories
- Native iOS and Apple Watch application written in SwiftUI
- Leveraged agentic engineering techniques to rapidly develop specialised components including a GPU-accelerated 3D mapping layer in Metal
- Domain-driven design approach, 6 microservices written in Golang, processing thousands of messages per second
- Digital twin of the rail network and bespoke graph database designed specifically to facilitate transit routing queries

Education

MEng (Hons) Computer Systems Engineering

2011 – 2015, UNIVERSITY OF SUSSEX, 2:1

Hybrid course between electronics, software and systems engineering, supplemented with advanced study in business strategy, project management, organisational leadership and engineering ethics.

Group Dissertation (Masters) – Platform for Autonomous Vehicles

I worked in a team of six engineers adapting a vehicle to drive autonomously. Designed a CAN-based communication protocol and distributed runtime environment (TCP/IPC) in C# and Node.js for autonomous vehicle control and simulation, with a focus on safety-critical systems.

Individual Dissertation (Bachelor's) – Contactless, Networked Registration

Designed and built a distributed RFID attendance-tracking prototype using Node.js, WebSockets and embedded Python clients, exploring both technical and ethical implications.