

# STEVE CHURCH

Staff Software Engineer

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## PROFESSIONAL SUMMARY

Driven software engineer with an insatiable curiosity for building things that matter. When I'm not architecting scalable solutions by day, I'm exploring the world with my family, connecting with brilliant people, and building my next side project by night.

Admitted side hustle addict – because why build one thing when you can build three? Always up for interesting conversations about tech, startups, the world, food... you name it, I do like a good natter.

## PROFESSIONAL EXPERIENCE

### Staff Software Engineer

#### YAGRO

*Jun 2025 - Present*

Cambridge, England, United Kingdom (Remote)

I am a member of the Engineering Leadership group, contributing to strategic technical decision-making and supporting engineers across the organisation through mentorship and technical guidance.

#### Key Responsibilities & Achievements

##### Project Collect - Lead Engineer

Leading the development of Project Collect, a sophisticated data ingress platform designed for agricultural supply chain and sustainability operations. The system provides:

- Flexible ingestion capabilities supporting any data type from diverse sources
- Transformation tools enabling structured data egress for downstream consumption
- Fine-grained access control tailored for farmer workflows and data sovereignty
- SaaS delivery model serving agricultural supply chain stakeholders
- Fully customisable form builder and enrolment process ensuring fluid ingress

##### Engineering Leadership

- Participate in engineering leadership group, shaping technical strategy and architectural decisions
- Guide and mentor engineers, fostering technical excellence and best practices across teams
- Drive cross-functional collaboration to deliver scalable, maintainable solutions

##### Impact

Focused on building robust, farmer-centric data platforms that enable transparency and efficiency across agricultural supply chains whilst respecting data ownership and privacy requirements.

The platform empowers farmers with control over their data while enabling supply chain stakeholders to

access the information they need for sustainability reporting and operational optimization.

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## Platform/Infra Engineering Lead

**YAGRO**

*Jun 2022 - Jun 2025*

Remote

I led the infrastructure/platform team, driving critical modernisation initiatives that transformed our engineering operations and established scalable foundations for growth.

### Key Achievements

#### Cost Optimization

- Worked with the team to eliminate cost spikes, reducing AWS costs by 80% through improved resource management and optimisation
- Implemented monitoring and alerting systems to prevent future cost overruns
- Established cost-aware architecture practices across engineering teams

#### Infrastructure Modernization

- Spearheaded complete infrastructure migration to Terraform, implementing infrastructure-as-code practices across all environments
- Eliminated manual infrastructure changes, reducing errors and improving consistency
- Created reusable Terraform modules enabling rapid environment provisioning

#### CI/CD Excellence

- Designed and built comprehensive CI/CD deployment pipelines, streamlining delivery processes and reducing deployment friction
- Reduced deployment time from hours to minutes
- Enabled engineering teams to ship features faster with confidence

#### Database Migration

- Led database migration to Amazon Aurora, improving performance, reliability, and operational efficiency
- Implemented automated backup and recovery procedures
- Reduced database operational burden on engineering teams

#### Developer Empowerment

- Empowered engineering teams by providing robust tooling and self-service capabilities for development environment deployments
- Created internal developer platform reducing environment spin-up time from days to hours
- Implemented standardized development environments ensuring consistency

#### Culture & Impact

Focused on building a platform-first culture that enabled engineering teams to move faster whilst maintaining stability, security, and cost efficiency.

The work done during this period established the technical foundation that allowed YAGRO to scale its engineering organisation and product offerings without infrastructure becoming a bottleneck.

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## Software Engineer

**YAGRO**

*Nov 2021 - Jun 2022*

Remote

Joined YAGRO as a Software Engineer, contributing to the development of agricultural supply chain and sustainability platforms.

### Key Contributions

- Developed full-stack features for YAGRO's core platform
- Collaborated with product and design teams to deliver user-centric solutions
- Contributed to establishing engineering best practices and code quality standards
- Worked with modern web technologies including Node.js and related frameworks

## Learning & Growth

This role provided valuable experience in the agriculture technology sector and laid the foundation for my transition into platform engineering leadership. Understanding the product and business domain proved invaluable for later infrastructure decisions.

## Founder

### The Night Project

Sep 2020 - Present

City Of Peterborough, England, United Kingdom

Founded The Night Project as a creative technology venture, serving as an umbrella for game development experiments, SaaS products, and freelance/contract work. Built and launched multiple products exploring different technical domains and business models.

## Key Projects

### SupaWeb3 (supaweb3.com)

Created a comprehensive Web3 UI component library for Vue and Nuxt developers.

Features:

- 30+ production-ready components covering wallet authentication, DeFi interfaces, NFT galleries, staking, and gaming integrations
- Built with TypeScript and Tailwind CSS
- Chain-agnostic components supporting Ethereum, Solana, Polygon, and other blockchains
- Designed for rapid integration and customization

Impact: Enabled Vue/Nuxt developers to build Web3 applications without reinventing common UI patterns.

### LabCash (labcash.games)

Developed a competition platform enabling users to win premium tech prizes (iPhones, MacBooks, gaming consoles) for £0.25 per entry.

Technical Highlights:

- Implemented fair random selection using Random.org's true randomness generator
- Built with Nuxt and Supabase for rapid development and scalability
- Created transparent, accessible prize competition experience
- Designed payment processing and prize fulfillment workflows

### Game Launcher Pro (gamelauncher.pro) - WIP

Building a fully managed game launcher service enabling developers to deploy custom game launchers in minutes without coding.

Features:

- Cloud-based configuration management
- CDN-powered distribution for scalability
- Secure update delivery system
- Cost-effective bandwidth at scale
- Designed to support indie developers through to large studios

## Game Development Projects

- Delve: Online 2D game featuring exploration and adventure
- Clicker Kings: Discord game bringing interactive gaming to Discord communities

## Technical Stack

Built scalable solutions using:

- Supabase for backend-as-a-service
- Node.js for server-side logic
- Nuxt 3 and Nuxt 4 for modern web applications
- Tauri for desktop application development
- Python for automation and tooling

## Philosophy

I'm an admitted side hustle addict – because why build one thing when you can build three? Each project serves as an opportunity to:

- Explore new technologies and frameworks
- Validate business ideas quickly
- Learn by building real products
- Bring new skills back to professional work

The freedom to experiment and iterate rapidly has been invaluable for professional growth and technical exploration.

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## Staff Software Engineer

### Treasure Data

Apr 2020 - Nov 2021

Remote

Managed critical infrastructure for Treasure Data's Data Tank platform, ensuring reliable and scalable PostgreSQL database operations.

### Key Responsibilities

#### Database Operations

- Managed PostgreSQL instances for Data Tank, maintaining high availability and performance across production environments
- Ensured 99.9%+ uptime for critical data infrastructure
- Optimized query performance and database configurations

#### Tooling & Automation

- Developed and maintained tooling to support database operations, monitoring, and automation
- Created scripts and utilities to streamline routine operations
- Implemented monitoring solutions for proactive issue detection

#### Infrastructure Management

- Oversaw infrastructure management, ensuring scalability and reliability of data storage systems
- Planned and executed capacity upgrades
- Collaborated with engineering teams to optimize database performance

#### Best Practices

- Implemented best practices for database administration, backup strategies, and disaster recovery
- Documented procedures and runbooks
- Trained team members on database operations

#### Impact

This role deepened my expertise in database operations at scale and infrastructure reliability. Managing critical data infrastructure for a data-focused company provided invaluable experience in maintaining high-availability systems and operational excellence.

The experience gained here directly informed later work on platform engineering and infrastructure

modernization.

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## Senior Software Engineer

### Arm

Sep 2017 - Feb 2019

Greater Cambridge Area

Whilst working for Arm I had the pleasure of working with 2 teams on the Arm Mbed Cloud (Pelion) project - a global IoT platform serving millions of devices.

### The Update Service Team

Responsible for the development and maintenance of the Update Service, Device Catalog and other IoT device update services.

Key Work:

- Developed with Python for backend services
- Gained extensive experience with Kubernetes for container orchestration
- Worked with distributed systems at massive scale
- Implemented device update and management features

### The Platform Team

Responsible for the development of tooling for the DevOps deployment and infrastructure support for all other teams on the Arm Mbed Cloud (Pelion) project.

Key Contributions:

- Built DevOps tooling and automation
- Supported infrastructure needs across multiple engineering teams
- Implemented deployment pipelines and processes
- Enabled engineering teams to ship features efficiently

### Impact & Learning

My time at Arm was great and the experience I gained working for such a large global project was brilliant.

Key learnings included:

- Operating at massive scale (millions of IoT devices)
- Working in a large, distributed engineering organization
- Platform engineering and DevOps practices
- Supporting multiple teams with infrastructure and tooling

This experience shaped my understanding of platform engineering and the importance of building systems that empower other engineers - a philosophy I carried forward throughout my career.

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## Senior Backend Developer

### Brave Agency

Nov 2015 - Sep 2017

City Of Peterborough, England, United Kingdom

In the short time I spent with Brave creative I worked on a multitude of high end market leading web systems.

### Key Work

- Developed scalable feature-rich PHP solutions
- Integrated business information systems together
- Worked with clients to progress their online presence
- Delivered high-end web systems for market-leading clients

## Impact

Every day gave me the opportunity to broaden my experience implementing scalable solutions and working directly with clients to understand and solve their business needs.

This role provided valuable experience in:

- Client-facing technical work
  - Business systems integration
  - Delivering production systems under tight deadlines
  - Working in an agency environment
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## Web Systems Developer

### New College Stamford

Sep 2009 - Nov 2015

United Kingdom

Since 2009 I had been working to develop all aspects of New College Stamford online presence. Having a close working relationship with the Marketing department we pushed New College Stamford through some tough economic times and continued to work towards providing an outstanding website with added functionality above our competitors.

## Major Projects

### Online Application System

One major advantage in recent developments came when I developed a clean and easy to use online application system with advanced data cleansing features and automated saving functionality.

Impact:

- New College Stamford noticed an increase in online applications
- Applications were pushed directly into their MIS databases
- Made significant cost savings from moving away from paper-based systems
- Improved staff efficiency in processing applications

### Payment Portal

I was also responsible for development of a payment portal to handle online payments for:

- Trips
- Kits
- Fees
- Bus Passes

Benefits:

- Reduced administrative burden
- Improved payment tracking
- Enhanced parent/student experience
- Streamlined financial operations

## Approach

I worked closely with all other departments in the organisation to:

- Find new ways of making cost savings
- Improve existing systems
- Implement change effectively
- Support the college's digital transformation

This role taught me the importance of understanding user needs, working cross-functionally, and building systems that deliver tangible business value.

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## Technical Support Analyst

### New College Stamford

Jun 2008 - Jun 2009

Stamford, United Kingdom

During my responsibilities working for New College Stamford as their Technical Support Analyst I project managed a full scale roll out of Moodle online Learning Platform which was implemented to replace an existing paid service to continue to make cost savings and efficiencies.

### The Moodle Project

#### Technical Implementation

- Full Active Directory integration
- Automated course creation and enrolment using data from Tribal's EBS student databases
- Integrated with existing college systems

#### Scale

- Over 4,000 student accounts
- 400 courses
- 400 staff managing content
- System remained in use for over 7 years

#### Project Management

- Led full project from planning to deployment
- Coordinated with multiple departments
- Managed technical implementation
- Ensured smooth migration from previous system

#### Training & Support

- Provided full training in group training sessions
- Ensured all staff were working efficiently with the new system
- Created documentation and support materials
- Ongoing system management and support

#### Impact

This project was a success that delivered:

- Significant cost savings by replacing paid service
- Improved efficiency through automation
- Better educational experience for students and staff
- Long-term value (7+ years of continued use)

This role taught me valuable lessons in project management, stakeholder communication, and delivering systems that provide lasting value to an organization.

## FEATURED PROJECTS

### Clicker Kings [retired]

An engaging Discord game that brought interactive gaming experiences directly into Discord servers. Players could compete, build, and progress through an incremental gameplay loop within their favorite communities.

Tech: Discord Bot • Game Development • Node.js • Gaming • Community

### Delve [WIP]

An immersive online 2D game featuring exploration, adventure, and strategic gameplay. Built with modern

web technologies to deliver a seamless gaming experience directly in the browser.

Tech: Game Development • 2D Game • Web Game • JavaScript

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## Game Launcher Pro [WIP]

<https://gamelauncher.pro>

A fully managed game launcher service enabling developers to deploy custom game launchers in minutes without coding. Features cloud-based configuration management, CDN-powered distribution for scalability, and secure update delivery.

Tech: SaaS • Gaming • Tauri • CDN • Developer Tools • WIP

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## LabCash

<https://labcash.games>

A competition platform enabling users to win premium tech prizes (iPhones, MacBooks, gaming consoles) for £0.25 per entry. Implemented fair random selection using Random.org's true randomness generator.

Tech: SaaS • Competition Platform • Nuxt • Supabase • Random.org

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## SupaWeb3

<https://supaweb3.com>

A comprehensive Web3 UI component library for Vue and Nuxt developers. Features 30+ production-ready components covering wallet authentication, DeFi interfaces, NFT galleries, staking, and gaming integrations.

Tech: Web3 • Vue • Nuxt • TypeScript • Component Library • Blockchain

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