Alisdair Douglas MacLeod

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Personal Summary

I am a software engineer with experience working in a range of different industries. I have good interpersonal skills and can communicate my ideas effectively to large groups of people. I have a friendly and laid back approach to work and life. My adaptability and eagerness to acquire new skills makes me a suitable candidate for a variety of roles.

Professional Summary

Development: Git, GitHub, GitLab, CI/CD, Agile

Deployment: Kubernetes, Docker, Linux, BSD, GCP, AWS

Languages: Go, Shell, Python, Perl, JavaScript

Databases: SQLite, NATS, PostgreSQL, MySQL/MariaDB, MongoDB

Employment History

NetBird

Principal Software Engineer: January 2026 - Present

TestKube

Staff Engineer: April 2025 - December 2025

- Design and implementation of distributed worker subsystems, reducing complexity and enabling improved customer support.
- Drove improvements and standardisation of gRPC APIs to better align with best practices and reduce issues for customers.

Vitrifi

Principal Software Engineer: January 2025 - April 2025

- Represented the company at TMForum Accelerate, participating in the Autonomous Networking stream
- Participated in an Architectural Steering Group to aid the business in making appropriate technical decisions and feeding back on the viability of suggested actions.

Head of Network Software: June 2023 - December 2024

- Migrated internal microservices to smaller number of choreographed event driven services with clearer boundaries, reducing the reliance on external orchestrators.
- Created open source software policy and open source policy office to ensure compliance with open source licensing and encourage open source contributions.
- Represented the company at Mobile World Congress in Barcelona.

Lead Software Developer: March 2022 - May 2023

- Hired and trained a new development team.
- Used Kubernetes operators to simplify configuration and deployment of systems.
- Used GitOps deployment strategies and built test and deployment automation to enable faster shipping of new features.

Restorepoint

Lead Software Developer: June 2021 - March 2022

- Administered development infrastructure and CI/CD pipelines.
- Grew the development team through recruitment and mentoring.

Senior Software Developer: February 2020 - May 2021

- Used RPM builds to standardise software deployments to customers.
- Refactored existing legacy Perl scripts with native Go implementations. Including converting BPF filters to native Go bindings for network discovery.
- Replaced JSON-RPC interface with a REST API documented using OpenAPI.
- Improved system stability using race detection and adding concurrency guards such as mutexes or improved channel implementations.

Secarma

Software Developer: July 2019 - February 2020

Elected Technologies

Senior Developer: August 2015 - June 2019

- Designed and implemented all aspects of a re-engineering of the existing PHP application into a React-Redux SPA with a Go and Python API deployed to Google App Engine.
- Mentored and managed Apprentice and Junior Developers.
- Encouraged the use of Test Driven Development, Pair Programming, and Code Reviews.

CGI

Technical Consultant: April 2015 - July 2015

- Developed a cross-platform mobile password management application using Xamarin.

BAE Systems Applied Intelligence

Software Developer: November 2014 - February 2015

- Researched the viability of Rust as an alternative to systems programming languages.

GCHQ (Government Communications Headquarters)

Higher Apprentice: September 2012 - September 2014

- Lead development of a C++ tool to convert between L2 protocols at 10Gbps.
- Joined a team creating internal web applications.

Advanced Apprentice: September 2011 - September 2012

- Worked as part of a team deploying data centre networks.
- Working on reverse engineering hardware encryption technologies.

Education

Open University: 2015 - 2017

BSc (Hons) Computing and IT Practice **De Montfort University:** 2012 - 2014

FdSc Communication Systems, Security and Computing