

Miana Ella Winter

Staff Software Engineer

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Professional Summary

Backend systems architect and technical leader who turns complex problems into scalable solutions. 10+ years building high-volume production systems across gaming, cloud infrastructure, and fintech.

Skills

Languages & Scripts: Kotlin • Java • Python • TypeScript • SQL • Bash • PowerShell • PHP • VB.Net • GoLang

Platforms & Cloud: Linux • macOS • Windows • AWS • Azure • CloudFlare • Kubernetes • Android • Embedded

Tools & DevOps: Docker • Git • SVN • Jenkins • Atlassian Suite • Maven • Gradle • pip • JetBrains Suite

Experience

Backend Lead Software Engineer

2024 – Present

Wargaming.net / DPS Games | Guildford, UK

Led the architecture and development of backend services supporting all non-gameplay features for Steel Hunters, an up-coming online game. Drove the design and delivery of new features, collaborating closely with product, project management, and multiple engineering teams to ensure seamless integration and alignment with project goals. Balanced hands-on feature delivery with technical leadership, mentoring, and process improvement.

- ✓ Delivered robust, production-ready backend systems, enabling an extensible, stable, and scalable foundation for the game's launch.
- ✓ Championed code quality and test coverage, doubling coverage in six months, reducing QA bugs, and accelerating merge speed through improved standards and automation.
- ✓ Introduced automated code formatting and static analysis pipelines, enhancing code consistency and streamlining code reviews by reducing low-value review feedback.
- ✓ Authored comprehensive API documentation and introduced a searchable portal, improving onboarding and reducing support demands for external teams.
- ✓ Implemented process improvements including mandatory design documentation, stakeholder reviews, and automated validation tooling, reducing miscommunication and unnecessary rework.
- ✓ Mentored and onboarded new engineers, facilitated daily stand-ups and retrospectives, and partnered with leadership to strengthen collaboration and delivery across teams.

Software Development Engineer

2021 – 2023

AWS – Security | Virginia, USA

Worked to identify and investigate large/complex problems requiring cross-team approach for resolution. Liaised with various teams to provide opportunities to benefit from proposed solutions, while leading said teams through the integration and implementation process. Acted as a floating engineering resource, providing support to teams working on critical business projects with tight deadlines.

- ✓ Proposed modernization project for critical internal service in AWS, transitioning from legacy bare metal hardware to cloud which resulted in faster and more stable user experience, reduced system operation costs by ~70%, and eliminated significant operational pain points for the team.
- ✓ Uncovered monitoring and alerting gap across numerous teams and designed a standardized solution. Collaborated with various teams to integrate the proposed solution, closing the gap on reporting client-side issues. Decreased average time to identify production issues and simplified fault analysis, while enhancing overall operational efficiency.
- ✓ Introduced high code quality standards and automation across multiple teams. Defined standards and leveraged tools such as linters and code analysis tools. Improved codebase quality, consistency, and developer velocity. Minimized unnecessary comments and conversations in code reviews by automatically handling code styling and code smells.

Software Development Engineer

2019 – 2021

Amazon – Alexa Gaming | California, USA

Contributed to projects related to Alexa, Amazon's voice assistant, with a focus on gaming functionality. Built and validated projects on non-standard environments, necessitating creation of dedicated CI/CD pipeline infrastructure. Proposed, designed, and led development of custom CI/CD pipeline infrastructure. Collaborated on projects to enhance SDK utilized by Alexa Skill developers for game development on Alexa platform.

- ✓ Proposed, designed, and led development of custom CI/CD pipeline infrastructure for non-standard environments.
- ✓ Achieved substantial time savings for developers by automating build, testing, and validation processes.

Backend Software Engineer

2018 – 2019

Console | Brisbane, Australia

Contributed to development efforts on a cutting-edge microservice-based property management and trust accounting SaaS platform, leveraging AWS infrastructure. Utilized Kotlin and Spring Boot to architect and develop services, while ensuring high-performance and robust functionality. Headed creation of a complex auditing system using event sourcing, fulfilling legislative requirements and completing ahead of schedule. Advocated for and steered migration to upgrade Spring Boot version before EOL.

Full Stack Software Engineer

2016 – 2018

National Transport Insurance | Brisbane, Australia

Built and maintained an internal insurance book and sales management system using Java, JSP, JSF, and Spring, running on JBoss EAP. Collaborated with data science team to support machine learning projects involving dockerized Python services. Led development of automated data ingestion for acquired businesses and spearheaded OCR and ML project to enhance manual data entry efficiency.

Team Leader / Software Engineer

2015 – 2016

Working Mouse | Brisbane, Australia

Led internal tooling team to develop and maintain critical code and test generation tools vital to company's operations. Engaged in rapid problem-solving and prototyping. Revamped core modeling and code generation tools, achieving over 95% code generation accuracy. Engineered reverse engineering tools for legacy code modernization, reducing project duration by weeks.

Contract Full Stack Software Engineer

2014 – 2014

Bilfinger Water Technologies Australia | Brisbane, Australia

Contract role delivering full stack software engineering solutions.

Junior Full Stack Software Engineer

2012 – 2012

Decompression Development Studio | Sunshine Coast, Australia

Early career role as a junior full stack developer in a game development studio.

Education

University of Queensland

Information Technology Studies – Software Design & Information Systems

Brisbane, Australia

University of Sunshine Coast

Software Engineering Studies – Headstart Program

Sunshine Coast, Australia

University of Sydney

National Computer Science School

Sydney, Australia