Peter McNeil

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PROFILE

Product-focused software engineer with 8 years' experience building and scaling systems for major organisations. Specialise in full-stack development, system architecture, and technical leadership. Track record of delivering high-impact projects across sports technology and media, with expertise in Go, TypeScript/React, and cloud platforms.

EDUCATION

University of Brighton — BSc (Hons) Software Engineering - First Class - 2019

EXPERIENCE

SPORTABLE

Senior - Staff Software Engineer August 2022 to Present:

Product engineer delivering real-time sports technology solutions for Arsenal, Women's Super League, CFL, AFL, Athletico Madrid, and others.

Scaled legacy system (2022-2024)

Inherited a proof-of-concept system handling 1 game per year. Scaled to 20 games per week while improving security, reliability, and data delivery. Established testing and monitoring practices; achieved 50% reduction in main game loop execution time through profiling and optimisation. Full-stack work across TypeScript/React/ Electron frontends, Go backends (on-device and cloud), deployed on AWS.

Led re-architecture (2025-present)

Co-led greenfield project with cloud architect to migrate from on-device monolith to flexible cloud-based microservices while moving to GCP. Designed and implemented multiple subprojects enabling clients to access data and insights more easily. Reduced infrastructure costs by 90% while removing deployment bottlenecks and improving time-to-market

Built data platform and ML infrastructure

Developed data warehouse (Bigquery/dbt) and ETL pipelines for post-game algorithm processing. Designed live streaming infrastructure using Dataflow and replay system with scrubbable session data. Translated machine learning algorithms from Python to Go for on-device deployment; later integrated Python interpreter into Go binary. Enabled data scientists to deploy algorithms independently.

Leadership and mentoring

Mentored numerous engineers including placement students. Conducted technical interviews and improved hiring processes. Implemented and expanded software planning processes. Software representative in AI working group.

Key technologies: Go, TypeScript, React, Python, Postgres, InfluxDB, AWS, GCP, Terraform, Linux, CloudRun, BigQuery, DBT

BBC

Trainee - Senior Software Engineer

August 2017 - August 2022

Rapid progression from industrial placement to senior engineer across BBC News and Elections teams, working on systems serving 400m+ monthly active users.

Elections

Part of elections engineering team for 2 years before leading 5-person team for final 6 months. Led cross-functional group (8 total including UX, test, product, and project roles). Replaced legacy election results system with serverless event-driven architecture handling all UK elections across 6 different electoral systems. Reduced cost from £10,000-£20,000 per election to under £30 using S3, Lambda, and Aurora Serverless.

SEO and market data

Owned BBC News Sitemaps project, upgrading system to output video links and increasing video impressions by 50%. Built replacement market data API three months ahead of schedule, maintaining compatibility with existing systems for seamless transfer of system.

Backend development

Developed and maintained Trevor, BBC News' backend system serving 400m+ MAU. Contributed to BBC-wide article consolidation API bringing multiple systems under one interface.

Key technologies: AWS, Postgres, Redis, Java, Scala, React, TypeScript, Python

SKILLS

Languages: Go, TypeScript, JavaScript, Python, Java, Scala

Frontend: React, Tanstack, Electron

Backend: Postgres, Redis, InfluxDB, Aurora

Cloud & DevOps: AWS, GCP, Terraform, Lambda, S3, GitHub Actions, Linux **Practices:** System architecture, performance optimisation, mentoring, agile processes

Project Links

https://www.bbc.co.uk/news/election/2022/northern-ireland/results

https://www.bbc.co.uk/news/articles/cvglOzprpjeo

https://www.ft.com/content/657d9b28-fe19-4c44-9a57-04eefb5f215f