Billy Rebecchi

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Interactive CV: https://billy.rebecchi.uk

Portfolio: https://thebillington.co.uk

Summary

Senior Full Stack Software Engineer with 7+ years' experience delivering platform, backend, frontend and mobile systems. Experienced leading large-scale migrations, decomposing legacy platforms and driving technical initiatives from discovery through production. Background spanning software engineering, engineering management, startup leadership and education, combining strong technical execution with effective stakeholder management and strategic thinking. Skilled across TypeScript, Python, Kotlin, Terraform and AWS, with extensive experience modernising systems, improving developer experience and delivering business-critical services. Experienced integrating AI agents and LLMs into engineering workflows, building custom MCP servers and leading AI adoption strategy.

Skills

Languages: Typescript, Python, Kotlin, Java, Swift, gbZ80 Assembly, 6502 Assembly

Frontend: Next, HTML/CSS, Tailwind, React

Backend & API: Node, API Gateway, Lambda, OpenAPI, Auth0, Cognito

Mobile: Android/Kotlin, Swift/iOS

Platform & Infrastructure: AWS, Terraform, Terraform Cloud, CI/CD, GitHub Actions, Serverless

AI & ML: LLMs / Local Models, MCP Protocol, AI Agent Development, Prompt Engineering, OpenCode, Qwen

Leadership & Management: Team Building, Engineering Strategy, Technical Architecture, Stakeholder Management, Coaching & Mentoring, Delivery Management, Agile / Scrum, OKR Planning

Experience

Blue Light Card

Full Stack Engineer

February 2026 to present

Full Stack Engineer within the Growth & Engagement team, owning authentication and member services. Driving technical decisions across architecture, quarterly planning and delivery for strategic platform initiatives. Led the extraction of the Members service from a legacy monorepo into a standalone repository and infrastructure stack, establishing the foundation for future globalisation efforts and retirement of legacy PHP services. Delivered dedicated infrastructure, deployment pipelines, migration tooling and operational runbooks while coordinating rollout strategies including traffic splitting and rollback planning. Improved platform reliability by optimising Auth0 integrations, reducing dependency on downstream services through JWT claim enrichment and delivering secure native-to-web session transfer capabilities. Built automation and data validation tooling supporting large-scale migrations and platform modernisation efforts. Established AI adoption policy and tooling standards to de-risk the transition to AI-assisted development, built custom MCP servers delegating tasks to local open-source LLMs to reduce token spend, and created tooling for automated CloudWatch investigations, Grafana dashboard generation and API changes validation with agent-targeted documentation.

Sano Genetics

Engineering Manager

June 2025 to February 2026

Engineering Manager leading the Logistics squad within a health-tech research platform. Responsible for aligning engineering delivery with product strategy and business objectives while supporting a cross-functional team. Led migration of kits and orders from legacy studies into a unified V2 workflow, enabling removal of deprecated code paths and simplifying operational processes. Designed technical specifications for logistics provider integrations, automating kit dispatch, return and assay workflows. Built systems for ingestion and matching of external genetic datasets, enabling participant cohorting and targeted communications at scale.

Pion
Engineering Manager

January 2022 to June 2025

Engineering Manager responsible for engineering effectiveness, platform initiatives and operational excellence across multiple squads. Developed Python-based analytics pipelines to surface DORA and SPACE metrics from GitLab data, enabling data-driven improvements to engineering performance. Led engineering delivery for ISO27001 compliance, introducing automated vulnerability reporting and security monitoring processes. Built reusable backend and frontend service templates to accelerate development and improve consistency across teams. Redesigned incident management practices, introducing structured reporting and blameless post-mortems that improved operational maturity and learning across the organisation.

Pion
Android Engineer

September 2020 to January 2022

Android Engineer responsible for developing and modernising the Student Beans mobile application. Led improvements to application architecture, including migration of networking infrastructure and adoption of Room for local persistence. Rebuilt navigation using scoped ViewModels, reducing coupling and improving maintainability. Delivered features end-to-end in Kotlin while collaborating closely with backend and data engineering teams. Owned implementation of a company-wide impression tracking platform, defining event schemas, building client-side tracking infrastructure and enabling customer-facing analytics through Looker dashboards.

Appoly
Junior Software Engineer

June 2019 to August 2020

Software Engineer working across a wide range of client projects spanning Android, iOS, backend systems and hardware integrations. Regularly delivered features within unfamiliar codebases and technology stacks, requiring rapid understanding of business requirements and technical constraints. Developed custom networking solutions including binary image processing services over raw TCP/IP and low-level FTP integrations supporting communication with legacy industrial hardware systems.

Sandwell Academy
Curriculum Leader for Computer Science

September 2017 to June 2019

Curriculum Leader for Computer Science responsible for delivery of GCSE and A-Level Computer Science. Designed curriculum materials, delivered classroom teaching and managed assessment processes. Developed strong communication, presentation and stakeholder management skills while translating complex technical concepts into accessible learning experiences.

Education

Leeds Trinity University September 2016 to July 2017 — PGCE Secondary Computer Science

Newcastle University September 2013 to July 2016 — BSc Computer Science

Example Projects

tphysics
An Open Source Game Engine built using Python. Many schools refuse to install game libraries such as pygame; therefore I developed a simple engine that works without prior dependencies, with a focus on education.

Mushy's Adventure
A platformer Game Boy game written in gbZ80 Assembly for the Global Game Jam 2021 competition. The game runs on real hardware.

psx2rip
Bash utility to rip PSX and PS2 game discs to compressed CHD format with automatic game identification via DuckStation and PCSX2 databases.

See all open source projects at https://github.com/thebillington Visit my portfolio at https://thebillington.co.uk