

CONTACT

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RELEVANT SKILLS

- Python
- AWS
- Terraform
- Docker
- Git
- Splunk
- Cribl
- TypeScript
- Go

SOFT SKILLS

- Teamwork
- Leadership
- Critical problem solving
- Customer service
- Time management

CERTIFICATION

- Nov 2023 - Nov 2026**
CRIBL
Level 1: Cribl Certified Observability Engineer (CCOE) User

EDUCATION

- 2017 - 2021**
HERIOT-WATT UNIVERSITY
BSc (Hons) Computer Science
 - Industrial Programming
 - Computer Network Security
 - Software Engineering
 - Database Management Systems

MICHAEL LINTON

Software Engineer

PERSONAL PROFILE

Software Engineer with 3+ years of experience building and effectively maintaining a **serverless** multi-tenant **SOAR** application on **AWS**, managed using **Terraform**. I am highly proficient in building and integrating **APIs** using **Python**; and experienced in implementing **CI/CD** pipelines, containerising applications with **Docker**, and ensuring observability through **Splunk** and **AWS CloudWatch**.

I value a diverse and collaborative work environment where I can both learn and lead. My work emphasises **security**, **scalability**, **observability**, and **automation**. I am looking for a role where I can offer my programming expertise and grow into higher technical leadership positions.

WORK EXPERIENCE

- SOFTWARE ENGINEER - LEVEL 2** | JAN 2025 - JULY 2025
Adarma Limited
 - Effectively leading teams of 3 to 5 people to support coordination and to manage deployment of new features
 - Delegating work and providing clear technical guidance for junior engineers to achieve project goals at high standards
 - Frequently maintaining team morale by professionally and technically supporting team members while ensuring their well-being
 - Efficiently leading technical architecture discussions and requirements gathering with customers and key stakeholders, evaluating platform capabilities and limitations whilst facilitating alignment between delivery, product, and customer teams on technical deliverables
- SOFTWARE ENGINEER** | JAN 2023 - DEC 2024
Adarma Limited
 - Effectively managing in-house SOAR platform to support SOC team to maintain efficient operations
 - Successfully integrating over 25 API platforms, including AWS, Microsoft (Graph/Sentinel/Defender), CrowdStrike, Splunk, ServiceNow, Jira, SentinelOne, Qualys, and many more
 - Leading customer requirements gathering for bespoke integrations, facilitating stakeholder meetings, and translating business needs into technical deliverables
 - Developing features for the in-house full-stack application using Go, TypeScript, Svelte, and TailwindCSS at a high standard
 - Architecting scalable solutions including dynamic AWS API gateway and modular architecture to reduce deployment complexity
 - Developing comprehensive documentation for onboarding customers of new technologies and in-house tools for knowledge transfer
- SECURITY (SOAR) ENGINEER** | JAN 2022 - DEC 2022
Adarma Limited
 - Gathering customer requirements for bespoke security integrations through direct meetings and implemented custom solutions
 - Developing features for in-house SOAR platform and integrating multiple security tools for automated incident response
 - Successfully building CI/CD pipelines using Docker, Python, and Terraform to streamline deployments to AWS
 - Deploying cloud and on-premises infrastructure to support remote access systems to integrate with in-house SOAR platform
 - Debugging networking issues when deploying remote access servers to customers
 - Developing security automation playbooks for in-house SOC team to build both the underlying SOAR infrastructure and alert response automation

INTERESTS

I enjoy learning new technologies, programming languages, and setting up home labs such as LLM mini-PC, DNS block lists, local media servers, etc.

I also really enjoy listening to new music, although my go-to genres are Math Rock, Metal and Folk; and writing music. I mainly write atmospheric music like Folk and slow Math Rock on the guitar inspired by artists like Yvette Young, Tosin Abasi, and Alan Gogoll. I especially enjoy this with my friends as a creative process to work collaboratively, knowing when to give my input and when to listen.

In my downtime, like many software developers, I love playing video games, specifically lore heavy stories like Clair Obscur: Expedition 33, God of War, and The Last of Us, as they spark my creativity and curiosity.

REFERENCES

References provided upon request

PROFESSIONAL PROJECTS

GOOGLE SECOPS SOAR

| JUNE 2024 – JUNE 2025

Attending Google security bootcamp to receive training on the new product 'Google SecOps', providing Adarma with competitive advantage

- Successfully leading the new implementation of bidirectional integration between in-house SOAR application and Google SecOps platform to assist the company with staying on top of the latest security platforms
- Attending Google security bootcamp in Munich to gain comprehensive understandings of the security suite and its capabilities
- Assisting cross-company functions (i.e. delivery, product, engineering) to inform executive decision-making on sales, marketing, and customer service

CRIBL LOG TRANSFORMATION

| OCT 2023 – JAN 2024

Reducing data ingest by 45% by extracting Indicators of compromise from logs and reducing customers costs by £70K+

- Architecting distributed, multi-tenant infrastructure using AWS ECS with automated scaling across availability zones
- Designing secure storage architecture with AWS EFS access controls and S3 customer segregation
- Implementing CI/CD pipeline for standardised deployments using Docker across multiple environments
- Successfully configuring AWS CloudWatch alarms to monitor data egress from Cribl to downstream applications
- Implementing Cribl edge node monitoring with webhook notifications to Microsoft Teams channels

MIGRATING LIVE SERVICE FROM EC2 TO ECS

| APRIL 2023 – JULY 2023

Reducing deployment time by 60% and downtimes from minutes to seconds

- Leading infrastructure migration of Go/TypeScript full-stack application from manual EC2 deployment to automated ECS using Terraform, Docker, and CI/CD
- Mentoring team members on Terraform implementation and conducting knowledge transfer through recorded presentations and hands-on support
- Streamlining deployment process to eliminate the need for manual scripts and post-deployment validation requirements
- Implementing automated and efficient zero-downtime deployments using ECS rolling updates, with automated rollback capabilities for failed deployments
- Standardising deployment methodology to ensure consistency of deployment procedures

SECURITY VALIDATION FOR CI/CD

| APRIL 2022 – MAY 2022

Implementing enhanced security posture by preventing security vulnerabilities and secret exposure from reaching production

- Implementing SAST (Static Application Security Testing) and secret detection script to validate codebase security before deployment across all technology stacks
- Creating centralised repository for Static Application Security Testing to ensure consistent security practices applied to all development stacks
- Integrating security validation into CI/CD pipelines to prevent deployment of vulnerable codes and exposed secrets

PERSONAL PROJECTS

● **RUST API ON CLOUDFLARE WORKERS** | **JULY 2025 - NOW**

Learning Rust to build an efficient API on Cloudflare workers to stay within the free tier

- Learning Rust and WebAssembly (WASM) and building familiarity with the Rust ecosystem
- Designing a clear architectural separation between WebAssembly (WASM) handler code and native Rust code, allowing for debuggable unit tests for native code
- Successfully implementing CI/CD pipelines to deploy distinct builds to production and development subdomains
- Effectively enabling Cloudflare Zero Trust with GitHub integration for development subdomains

● **CLOUDFLARED-OPEN-WEBUI** | **MAY 2025 - JUNE 2025**

Using Ollama + Open WebUI to serve a secure ChatGPT-like interface

- Successfully building a power-efficient AI chat interface using a Ryzen 7840HS mini PC with integrated GPU, optimised for under 60W TDP
- Enabling GPU acceleration with integrated graphics for AMD ROCm, achieving 16 TPS (tokens per second) using the llama3:8b model and 97 TPS using tinyllama
- Deploying containerised services with Docker Compose, secured via Cloudflare Tunnel and Zero Trust authentication
- Carrying out performance benchmarking and documenting the deployment process (can be found on my GitHub)

● **MIKEYLINTON.COM** | **MARCH 2024 - NOW**

A personal portfolio website written using Astro JS and Tailwind CSS

- Building a modern personal website using Astro JS, TypeScript, and Tailwind CSS; deployed on Cloudflare Pages
- Successfully developing a modular and reusable component system for maintainability and portability across Astro JS projects
- Effectively integrating end-to-end testing with Playwright to ensure cross-browser compatibility and to catch regressions early

● **TWITCH-INSIGHTS** | **MAY 2023 - MAY 2023**

A CLI tool for identifying potential bots by username on Twitch using the Twitch Insights API

- Building a practical CLI tool to help Twitch streamers identify and moderate known bot accounts
- Designing a streamlined user experience with simple copy/paste inputs and configurable ignore lists
- Integrating external APIs to deliver real-time and historical bot insights
- Released as a standalone executable, showcasing full-cycle development from concept to deployment and community use

● **TWITCH-BOT** | **JAN 2023 - MAR 2023**

A Twitch bot built using IRC and Web Sockets with OBS integration

- Designing and developing a fully asynchronous and cross-platform Twitch bot in Python, enabling real-time chat interaction via a custom WebSocket-based IRC client
- Integrating with OBS Studio through its WebSocket API to support dynamic scene control, animated transitions, and real-time source manipulation
- Building a modular command framework with role-based access, controls, persistent state management, and user-configurable features
- Implementing secure OAuth2 authentication with OS-native keychain storage, including a factory reset option for credentials and state data