Chad Edwards

Software Engineering | AI Applications | Cloud and Data Systems

Melbourne VIC | 0421 044 580 | chad.edwards.mail@gmail.com

Professional profile

Software engineer with 15+ years of experience across SaaS, fintech, cloud platforms, mobile applications and developer tooling. Combines hands-on delivery with architecture, production troubleshooting and mentoring. Experienced in event-driven systems, external data integrations, validation and operational automation, with recent independent work on LLM applications and observable AI-agent workflows. Strong at understanding unfamiliar systems, making complex data flows clear and translating business needs into practical software. Seeking a return to the technology industry in software, AI, data or platform engineering.

Technical skills

Development: TypeScript, JavaScript, Node.js, React, React Native, Python, PHP, C# and SQL.

AI applications: LLM integration, structured tool use, model routing, context management, streaming interfaces, token and cost tracking, event replay and failure handling.

Cloud and data: AWS Lambda, DynamoDB, S3, SQS, AppSync, Step Functions, Cognito, CDK and CloudFormation; REST, GraphQL, MySQL, Kafka, CQRS and event sourcing.

Delivery and quality: Git, Docker, Kubernetes, Pulumi, TeamCity, CircleCI, CI/CD, Jest, runtime validation, observability and production support.

Recent technical experience

Independent software and AI research | Edwards Research Pty Ltd

October 2023 - present | Independent R&D alongside other employment

- Built private AI-agent workflow prototypes using TypeScript, Node.js, React, Python and AWS, exploring OpenAI, Anthropic, Gemini and Ollama models.
- Developed an agent harness with model and tool switching, a shared event log, focused context projections and per-step token and cost visibility. Tested behaviour through event replay, projection assertions and simulated model or tool failures.
- Designed Reiterate, an experimental declarative deployment DSL for full-stack and serverless applications, exploring automated AWS provisioning and scoped service permissions.

Build Engineer III | PlaySide Studios

April 2024 - September 2024

- Supported build, test and developer workflows for a 20+ person Unreal Engine team using TeamCity, Perforce and Unreal build and automation tooling.
- Built a configurable TeamCity-to-Slack service that combined build logs, commit context, artifact links and Jira references into actionable failure notifications.
- Enabled Virtual Assets and Remote Build Accelerator; built a temporary game-server manager and an Unreal plugin for studio-wide automated testing.

Senior Frontend Developer | Zeligate

September 2023 - October 2023

- Contributed to an early-stage AI assistive-agent platform using React, TypeScript, Python and LLM integration. Reorganised and stabilised onboarding UI code and helped define user-agent interaction events at the API boundary.

Software engineering experience

Senior Software Engineer | April 9

April 2023 - September 2023

- Helped restore delivery momentum on a delayed enterprise and government software project using React, TypeScript and the Stack9 platform.
- Improved application-boundary validation and reusable typed patterns; resolved date, time, timezone and asynchronous sequencing defects, while supporting less-experienced engineers.

Senior Software Developer | Bamboo

April 2022 - December 2022

- Worked with the CTO and offshore developers on a fintech platform with a React Native frontend and CQRS/event-sourced backend, supporting dashboards, multi-region delivery and open-banking changes.
- Traced data lineage through denormalised projections to establish trustworthy dashboard figures. Built tools that gathered linked events, explained failed transactions and supported human-approved remediation.
- Improved static analysis, CI/CD and production feedback. Worked with AWS Lambda, DynamoDB, AppSync, Step Functions, CDK, CloudWatch and Snowflake.

Software Engineer | Dabble

August 2021 - February 2022

- Built and operated Node.js and TypeScript services for a real-time sports platform using Kubernetes, Kafka and Pulumi. Integrated external sports-data providers through webhooks and event streams, expanding coverage beyond racing with a focus on data validation and reliability.

Full Stack Developer | Cradle

April 2021 - June 2021

- Delivered features, deployments and maintenance for a cloud call-management and CRM platform using TypeScript, Go, React and Firebase. Reported to the CEO and covered technical leadership responsibilities during a period without a CTO.

Software Engineer | Fergus

February 2017 - March 2021

- Delivered web, mobile, backend and integration features for a trade-business SaaS product, working closely with product, design, QA and support teams.
- Owned the V1 mobile application and release lifecycle; led custom mobile forms and contributed to billing, authentication, onboarding, invoicing, GPS tracking and the V2 mobile app and API.
- Built and maintained Xero, MYOB and supplier integrations, with validation and regression tests. Worked across PHP, TypeScript, React, Node.js, GraphQL, MySQL and Docker.

Mentoring and earlier career

MissionReady HQ | Advanced Software Development Mentor | July 2021 - May 2023: Contract mentoring alongside engineering roles, supporting interns with architecture, debugging, delivery, communication and professional development.

Aurora Insurance | Developer | January 2017 - March 2017: Built a commission-reporting application with C#/.NET, SQL Server and Azure.

Marker Metro | Software Engineer | April 2014 - October 2016: Ported commercial mobile games using C# and Unity; maintained build servers and cross-platform releases.

Clemenger Activate | Unity Developer and Technical Lead | June 2013 - January 2014: Built a supermarket research simulation using client planogram data and event-sourced shopper-behaviour capture with Unity, C#, PHP and MySQL.

Kaiparasoft | Junior Programmer | December 2009 - December 2012: Early commercial software development and SQL, building programming and delivery skills within a small engineering team.

Additional recent experience

Freight and warehouse operations with Team Global Express, ALDI and Kmart via Toll People during the transition back to technology. Worked with scanning, voice picking, automated sorting and operational exceptions, bringing a practical view of system usability, feedback and data quality.