Chris Bellew

Staff Software Engineer

github.com/chrisbellew
linkedin.com/in/cbellew
chrisbellew.me

Results-driven staff engineer with 14+ years of experience in architecting and leading mission-critical, large-scale software systems. Proven track record in optimising complex payment systems, scaling distributed architectures, and driving multi-million-dollar impacts.

EXPERIENCE

Staff Software Engineer - VGW   Jul 2024 - Present
- Architected and delivered an adaptive payment routing engine, optimising card authorisation and gateway fees, leading to a $10M/year uplift in profit

Senior Software Engineer - VGW   Feb 2024 - Jul 2024 · 6 mos
- Delivered optimised token wallet with 5x transaction throughput by batching writes and reads
- Led efforts to consolidate seven refund management tools into a single centralised tool, reducing time spent managing refunds by 75%

Senior Software Engineer - Got2Go   Oct 2022 - Feb 2024 · 1 yr 5 mos
- Architected and implemented a distributed, event-driven system for booking, payments, and insurance, achieving high resiliency and 99.9%+ availability
- Delivered vendor integration for insurance quoting and fulfilment

Lead Software Engineer - Serenade   Apr 2022 - Jul 2022 · 4 mos
- Delivered high throughput token allocation system for viral sales
- Architected and implemented distributed event driven system for managing token issuance

Engineering Manager - VGW   Jul 2020 - Mar 2022 · 1 yr 9 mos
- Led core payments systems for 3 business units with management responsibilities for 5 engineers

Senior Software Engineer - VGW   Feb 2019 - Jul 2020 · 1 yr 6 mos
- Collaborated to build and scale a payments system through 25x growth to reach $2B/yr revenue

Full Stack Engineer / Machine Learning Engineer - Spookfish   Aug 2016 - Jan 2019 · 2 yrs 10 mos
- Built web-based map viewer and backend raster tile services
- As the first engineer in the new R&D department I taught myself machine learning for computer vision and delivered an object detection model with 92% accuracy, overcoming training data challenges

Software Engineer / Senior Software Engineer - P2   Nov 2010 - Dec 2015 · 5 yrs 9 mos
- Delivered web-based dashboard designer for the energy industry
- Implemented event processing workflows for industrial systems

SKILLS

Languages: TypeScript, Rust, Python, Go, C#, Java, JavaScript
Technologies: Kubernetes, AWS, PostgreSQL, DynamoDB, Kafka, eBPF, OTel, React, TensorFlow
Tools: Helm, Prometheus, Grafana, Terraform, GitHub
Architecture: Distributed Systems, Event-Driven Architecture, Cloud-Native Applications

PROJECTS & LEADERSHIP

PG-Ferret: eBPF-powered PostgreSQL tracing toolkit · github.com/ChrisBellew/pg-ferret
Technical Speaker: Presented on "DynamoDB Internals", "The Billion Event Challenge", "Modern Networking Protocols" and "Machine Learning" to 50-100 engineers, including at DDD Conference
Mentoring: Curtin University Computer Science Students Association

EDUCATION

Software Engineering (Distinction) - Curtin University, Western Australia │ 2008 - 2010