

Sam Goodger

Senior Software Engineer | Tech Lead

Sydney, New South Wales, Australia

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Professional Summary

Engineering leader with over 8 years of experience driving architectural vision, technical strategy, and organisational impact. Proven track record of operating as a technical multiplier, establishing engineering standards, and architecting highly available, scalable systems. Passionate about reducing developer friction, driving cost-efficiency, and building in the open.

Technical Skills

Languages: TypeScript, JavaScript (ES6+), PHP, SQL (Postgres, MySQL), HTML5, CSS3/SASS/LESS

Frontend Ecosystem: React, Vue.js (2 & 3), Nuxt, Component Architecture, State Management, Web Performance Optimisation, Browser Runtimes, Cross-Platform

Backend & Architecture: High Availability, Distributed Systems, Scalable Architecture, System Design, Concurrency, Fault Tolerance, Idempotency, Node.js, Laravel, REST APIs, Microservices, MongoDB, Redis

Platform & DevOps: Cost Optimisation, Developer Tooling, CI/CD Pipelines, Tech Debt Eradication, Automation, AWS (EC2, S3, CloudFront, SQS, ECS), Docker, Terraform

Testing & Quality: Jest, Vitest, Playwright, Code Review, JSON Schema

Leadership & Scope: Technical Strategy, Multiplier Effect, Cross-Team Collaboration, Organisational Influence, Architectural Vision, Mentorship

AI: Gemini, GPT, Claude, Cursor, Warp CLI, GitHub Copilot

Professional Experience

GROW Inc

Senior Software Engineer

Sydney

Apr 2024 – Mar 2026

- **Authorisation Payload Optimisation:** Systematically analysed and restructured permission data systems, reducing authorisation payloads by 90%. This architectural intervention achieved a 50% improvement in overall system latency, significantly decreased network-related Priority 1 (P1) production incidents, and directly generated \$150,000 in annual AWS cloud computing savings.
- **Distributed Systems Reliability:** Eliminated duplicate SQS message processing by implementing a PostgreSQL transaction locking mechanism for in-flight messages, showcasing a deep, practical understanding of distributed systems architecture and ensuring data consistency across asynchronous microservices.
- **Enterprise Platform Migration:** Spearheaded the technical strategy for a large-scale enterprise platform migration from Vue 2 to Vue 3, establishing new front-end architectural standards that resolved critical security vulnerabilities and managed large-scale technical debt while ensuring enterprise-grade system security.
- **Deployment Velocity:** Reduced test run-time by 50% by automating database migration testing, significantly increasing deployment frequency and feature delivery velocity.

GROW Inc

Engineering Team Lead

Sydney

Jan 2023 – Apr 2024

- **Architectural Vision & Mentorship:** Universally regarded as the primary "go-to engineer" for complex system triaging, particularly regarding user permissions and sophisticated front-end architecture. Proactively mentored peers, fostered a collaborative culture, and provided critical cross-organisational support to unblock teams.
- **Automated PR Previews:** Architected an automated PR branch preview system utilising Bitbucket pipelines and AWS S3/CloudFront infrastructure, reducing manual QA environment setup time by ~80% and saving the broader engineering department over 10 hours of DevOps toil every week.
- **JSON Schema Validation:** Engineered a comprehensive JSON schema validation framework, subsequently

adopted by over 100 developers across the organization, drastically reducing configuration-related production incidents and accelerating new developer onboarding through instant IDE feedback.

- **Production Reliability:** Enhanced logging and observability of a critical service and implemented a metrics dashboard to identify P1 incidents faster (reducing MTTR) and find bottlenecks.

GROW Inc

Sydney

Senior Software Engineer / Front-end Engineer

Jan 2020 – Jan 2023

- Previously Front-end Engineer (Jan 2020 – Jan 2022), promoted to Senior Software Engineer (Jan 2022).
- **Paved Paths & Common Libraries:** Established paved paths for engineering teams by creating and maintaining common libraries for standardised features (feature flags, logging, analytics) across diverse microservices, ensuring architectural parity and reducing time-to-first-commit for new organisational services.
- **Process Client Reliability:** Led a critical proof-of-concept for the Process Client service, resolving deduplication issues and establishing a foundational architecture to scale for high-volume enterprise clients.

DCODE GROUP

Melbourne

Software Developer

May 2019 – Dec 2019

- Frontend and backend PHP (Laravel) and JavaScript (Vue.js) development.
- Created bespoke web solutions including e-commerce, POS systems, and quoting systems.
- Assisted junior developers with code reviews and mentoring.
- **Tech Stack:** PHP, Laravel, Vue.js, Vuex, Node.js, SASS, jQuery, AWS (EC2, S3).

Ocular

Wellington

Full Stack Developer

May 2017 – Apr 2019

- Frontend and backend web development for client websites.
- Worked closely with designers and project managers for UI/UX planning.
- Communicated directly with clients for training and support.
- Managed deployments and maintained server infrastructure.
- **Tech Stack:** PHP, Laravel, TYPO3 CMS, Vue.js, Node.js, Bootstrap, LESS.

Projects / Open Source

LuckPerms Web Editor

Global

Creator & Maintainer

Feb 2019 – Present

- **Description:** Designed and built the official v2 web interface for LuckPerms, a popular open-source Minecraft server plugin. Replaced the original jQuery-based interface with a dynamic, highly performant application.
- **Scale:** Architected to handle global traffic, currently utilised by **1 million unique monthly users** and **50,000 daily active users**.
- **Impact:** Recognised as the official standard for v5 of the plugin due to its superior performance and feature set, demonstrating the ability to build, scale, and maintain software at a global scale.
- **Tech Stack:** Vue.js, Vuex, JavaScript, CSS/SASS.

Education

Yoobee College of Creative Innovation

Diploma in Web Development, Computer Programming

2016

Interests

DJing: Perform under the alias "GOODGEAR", mixing house, trance, and pop music.

Gaming: Passionate gamer, with a particular focus on competitive Overwatch.