

Stephen Byatt

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Senior Software Engineer with deep frontend and mobile expertise, complemented by experience building fintech integrations, APIs, and distributed systems using TypeScript and Go. Proven technical ownership across high-scale products and an independently built SaaS platform, with strengths in end-to-end debugging, customer integration support, and engineering workflow improvement.

Experience

Senior Software Engineer, Cleo

June 2025 – Present

- Built and maintained Plaid transaction workflows using Ruby on Rails and PostgreSQL on RDS, while working with Kafka and Redshift data pipelines in a Kubernetes environment.
- Led the frontend delivery of Google and Apple SSO across iOS and Android, establishing a safe rollout and rollback strategy.
- Shipped product experiments in short iteration cycles, partnering with product and data teams to evaluate results and guide subsequent releases.
- Developed an MCP server for Cleo's experimentation platform, enabling AI-assisted analysis of experiment metadata and results.
- Reduced end-to-end test build times by up to 60% through cached builds and incremental JavaScript bundle updates in CircleCI.

Founder & Software Engineer, Trainrr (trainrr.app)

Nov 2024 – Present

- Founded and independently built a production multi-tenant SaaS platform across React, React Native, TypeScript, and PostgreSQL, owning architecture, deployment, observability, and support.
- Built Stripe Connect and Zapier OAuth integrations, including token exchange, scoped API access, webhooks, and payment workflows.
- Designed realtime messaging and asynchronous processing systems spanning WebSockets, scheduled jobs, queues, notifications, and background workers.
- Built LLM-powered coaching workflows, including a conversational workout plan builder using tool calls and a check-in review agent that generates structured summaries and proposes actions for coach approval.
- Worked directly with coaches through onboarding and production issues, translating customer feedback into permanent fixes, automation, and product improvements.

Software Engineer, Snap Inc. (Snapchat)

Nov 2021 – June 2025

- Led the technical design and delivery of Screen Sharing across iOS, Android, Web, and backend services, now used by more than one million users daily.
- Built and debugged multi-region distributed calling systems across Go and C++ services, gRPC APIs, and client-side C++ WebRTC components.
- Used Google Cloud and BigQuery to investigate production behaviour, diagnose issues, validate releases, and analyse experiments.
- Delivered monetisation and UX improvements that increased advertiser impressions and unique users by 5%.
- Coordinated delivery across engineering disciplines, mentored engineers, interviewed candidates, and contributed to Valdi, Snap's cross-platform TypeScript UI framework.

Skills

Languages: TypeScript, JavaScript, Go, Ruby, SQL, C++, Swift, Kotlin, Objective-C

Backend & Data: Ruby on Rails, Node.js, Hono, REST APIs, gRPC, Kafka, PostgreSQL, RDS, Redshift, BigQuery, queues

Cloud & Tooling: Google Cloud, Kubernetes, Cloudflare Workers, CircleCI, Jenkins, Sentry

Frontend & Integrations: React, React Native, Valdi, WebRTC, Plaid, Zapier, Stripe Connect, OAuth, SSO

AI Engineering: LLM tool calling, agent workflows, MCP, Claude Code, Codex, Cursor

Education

Western Sydney University – Bachelor of Computer Science (Major in Systems Programming and Cyber Security) 2021